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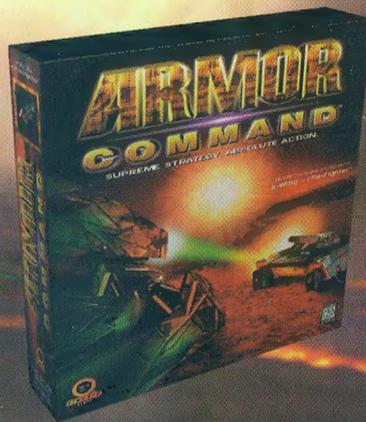


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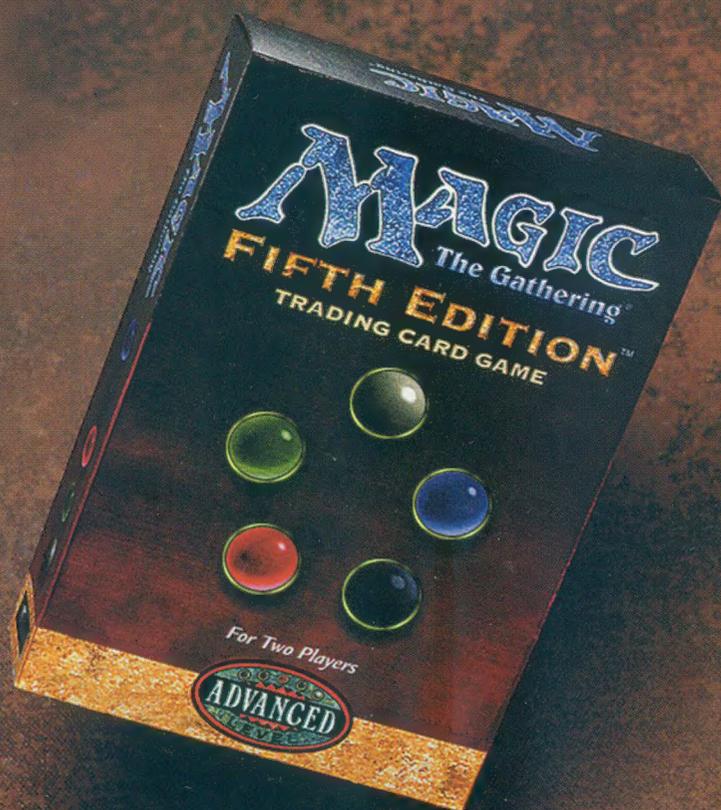


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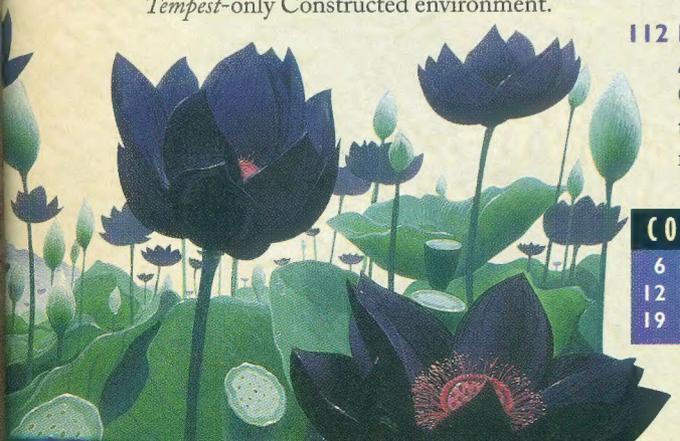
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Celebrating Magic

This issue we report on *Magic's* all-stars in the *Duelist* Invitational, which tends to provoke one of two responses: "Cool! Who won?" or, "Why should I care about guys I don't know in a tournament I didn't attend?" ♦ There has been much debate recently over the importance of celebrities in the *Magic* world. I've heard

numerous opinions on the subject and thought I'd throw down my personal two cents: I think celebrities are important to the growth of *Magic* as a game.

Magic is no longer simply a game, it has become a group experience. People spend a great amount of time and energy playing the game, talking about playing the game, and talking about others playing the game. This discussion, sometimes referred to as the metagame, is what has taken *Magic* to the next step in its development as an international phenomenon. The only limitation left is the size of the metagame. Celebrities help expand the parameters of the metagame in several important ways:

Legitimacy: One of the biggest hurdles to public acceptance is the concept that *Magic* is a game of luck. It's hard to take a game or sport seriously if the public doesn't believe that victory requires skill. Top-notch players like Mark Justice, who has placed in the Top 32 in all but two premier events (including ten Pro Tour events, three World Championships, and three U.S. Nationals), help reinforce the idea that winning at *Magic* requires talent and expertise.

Respect: It's easier for those unfamiliar with the game to accept *Magic's* global status when they learn that top players compete internationally for large cash prizes. The fact that *Magic* has a worldwide network of support lends the game a certain credibility and appeal; you can go to Antwerp, Thailand, Korea, Paris, and many other foreign cities and bridge cul-

tural differences with a card game.

Emulation: Lessons from the world of sports teach us that celebrities increase grass-roots participation. Take a look at the spike in golf equipment sales after Tiger Woods won the Masters last year. Everyone likes to emulate the stars of the games they play.

Focus: A large part of the deck-design metagame focuses on decks used by top players. If Olle Råde wins a Pro Tour with a particular deck, some players want to see how well they can perform with the same deck. This desire explains the popularity of Wizards' Pro Tour and World Championship decks and websites devoted to popular deck lists.

Entertainment: Celebrities add personality and color to the game, giving players more to talk about than simply which deck type won the last tournament. What were Mike Long's antics at the last Pro Tour event? What's Hammer like in person? Look at any popular sport and see how celebrities make the game more enjoyable. You may not like Dennis Rodman, but he is fun to talk about after a Bulls game.

Celebrities enhance *Magic's* metagame, and the larger the metagame, the stronger the game and the gaming community will be for everyone. I'm not saying you need to like (or be like) any of the celebrities. I ask that you recognize what they do for the game.

Mark Rosewater
MARK ROSEWATER
Editor in Chief

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Rules

No purchase required. Mail entries to C•23 "Synergy in Action," Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. No mechanical reproductions of completed forms will be accepted, but you may photocopy the entry form before filling it out. All entries must be received on or before May 15, 1998. Winners will be selected in a random drawing from all eligible entries by Wizards of the Coast ("Wizards"), at the offices in Renton, Washington, on or about June 1, 1998, and notified by mail within approximately thirty days of drawing. Entries will not be acknowledged, will become exclusive property of Wizards, and will not be returned.

Odds of winning depend on total number of eligible entries received. **Grand Prize** (1): Original, framed C•23 artwork, one display box of C•23 decks, one display box of C•23 booster packs, and one special-edition C•23 mobile (approximate retail value \$500 US). **First Prize** (5): One C•23 T-shirt, two C•23 decks, ten C•23 booster packs, and one special-edition C•23 window static (approximate retail value \$50 US). **Second Prize** (10): One C•23 deck, five C•23 booster packs, and one special-edition C•23 retail poster (approximate retail value \$18 US). Prizes are not exchangeable, transferable, or redeemable for cash. No substitutions of prizes will be allowed should featured prize(s) become unavailable, except at option of Wizards. Applicable taxes and fees are responsibility of winners. Noncompliance of time parameters or return of any prize or prize notification as undeliverable will result in disqualification.

Contest open only to residents of the United States (except Rhode Island) and Canada (except Quebec). Contest not open to Wizards and WildStorm Productions employees or their family members or affiliates. Contest is subject to national, federal, state, local, and provincial regulations and is void where prohibited or otherwise restricted by law. Winner's entry and acceptance of prize constitutes acknowledgment of the following: permission for Wizards to use, without payment, winner's name, photograph, or other likeness for purposes of advertising and/or promotions; that Wizards has not made, nor is Wizards in any manner liable for, any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize; a warranty that material contained in entry is original, public domain, Wizards owned, or used with the unlimited consent of the owner and that it does not infringe on the rights of any other person or entity; an agreement to fully indemnify Wizards for all claims arising out of a breach of this warranty; and a full, unlimited, exclusive transfer of any and all rights in entry. To receive prize, winner may be required to sign waiver and release. Wizards is not responsible for illegible, incomplete, late, misdirected, lost, or postage-due entries. Wizards' decision is final with respect to all matters relating to this contest.

For names of prize winners, send stamped, self-addressed envelope to C•23 "Synergy in Action" Winners, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A.

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The Questions

1. What was the first Magic: The Gathering® card to feature flavor text?
 - a) Mana Short
 - b) Hurloon Minotaur
 - c) Hypnotic Specter
 - d) Black Lotus
2. In 1996 WildStorm premiered a new, creator-owned line of comics called:
 - a) *Timely Comics*
 - b) *Cheesehead Comics*
 - c) *Homage Comics*
 - d) *All Mine Comics*
3. Which of the following Fu Leng cards has *not* been released by Five Rings Publishing Group?
 - a) The Terrible Horde of Fu Leng
 - b) The Festering Pit of Fu Leng
 - c) The Monstrous War Machine of Fu Leng
 - d) Fu Leng's Laundry & Tailoring
4. Wizards of the Coast prints cards for its trading card games on sheets containing how many individual cards?
 - a) 100
 - b) 121
 - c) 110
 - d) All of the above
5. In what year was Dungeons & Dragons® first published?
 - a) 1973
 - b) 1970
 - c) 1974
 - d) 1975
6. What was the first comic released by WildStorm Productions?
 - a) *StormWatch* #1
 - b) *Detective Comics* #1
 - c) *Big Fun Comics* #1
 - d) *WildC.A.T.S.: Covert Action Teams* #1

Enter the world of C•23 on April 8, Meanwhile, show off what you know about Wizards of the Coast and WildStorm. Simply answer the following trivia questions correctly and we'll enter you in a drawing for some great C•23 prizes - including original C•23 artwork!

when both the trading card game and the first issue of the comic book are released.



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- A C•23 mobile

First Prize (5):

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- Two C•23 decks

- Ten C•23 booster packs
- A C•23 window decal

Second Prize (10):

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- Five C•23 booster packs
- A C•23 poster

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 Phone _____ Date of Birth _____
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Enter the correct answers below:

1. _____ 2. _____ 3. _____
 4. _____ 5. _____ 6. _____

ABOUT OUR CONTRIBUTORS

Wild, Wild Life



As an artist, Daren Bader originally chose to focus on the natural rather than the fantastic. In his own words, "I used to do whales, dolphins, eagles, a lot of wildlife painting. I

thought, 'Where am I going to do fantasy, except for book covers?'" Happily for Bader and for gamers the world over, Magic provided an answer to his question.

Bader has been drawing all his life. He was formally trained at San Diego State University and found inspiration in the art

cover, for "the funky light stuff" they allow the artist to explore. "That's something else I learned from Frazetta," Bader notes. "He does a great job of controlling your eye." Look for more of Bader's eye-catching and eye-controlling work in *Exodus*.

The Three Weissman

Brian Weissman is a man of many talents: top-flight Pro Tour participant, Magic color commentator, and accomplished strategy author. In this, his second strategy effort for *The Duelist*, Weissman drew on his experience as a two-time participant in consecutive *Duelist* Invitationals to explore the

mental preparations necessary for competing in the upper echelon of tournament Magic.

"The prime message I was trying to get across," says Weissman, "was that preparing for Magic tournaments is easiest and most successfully accomplished when a systematic game plan is followed. I

wished to make my own techniques available to the readers, and to explain why they work for me." Weissman, who has been playing Magic since January 1994, has a wealth of experience to draw upon. His techniques have landed him in the Top 64 six times over the past two Pro Tour seasons.

The technical aspects of the strategy article were easy for him to sort out; it was the first-person testimony that gave the 22-year-old UC-Santa Barbara student some trouble. "I was a little confused as to how much anecdotal evidence I was supposed to interlace between the instruction." Once he got a handle on the proper ratio, however, the loquacious Weissman took his task in stride. His favorite Rio moment: the farewell dinner at Mario's restaurant on Ipanema Beach. "Jokes were flying everywhere, we were all the best of friends, and there was no sense of the competition or secrecy that often pervades the interactions of top Magic players."

Whatever role he plays in the future, you can be sure Weissman will play it with more than a touch of class. ♣



▲ This month's cover as a work of art in progress

of Frank Frazetta. "Frank takes everything that is good about art and puts it into one big picture," Bader says. The 31-year-old San Diego resident debuted in *Tempest* with his compelling blur of natural and supernatural creatures, including a realistically proportioned, strikingly colored Charging Rhino, an ambulatory tree (Heartwood Treefolk), and an unpleasantly fresh zombie on Sarcomancy.

The original image on *Stronghold's* Tidal Warrior card wasn't as stylistic as Bader wanted it to be, and he "was excited to push it a little further this time. The 'monster' part [of the character] is me playing with his proportions and body structure. I like walking the line of 'what is that thing?'" He prefers working in oils, as you can see on the

COMING IN ISSUE #26

- ▶ Full coverage of the ARC System's Xena: Warrior Princess TCG
- ▶ The *Duelist* explores the World Wide Web's impact on Magic
- ▶ How to use the Web as a strategy tool by Pro Tour player John Chinnoch
- ▶ Xena contest: Find the Chakram

ON SALE APRIL 27

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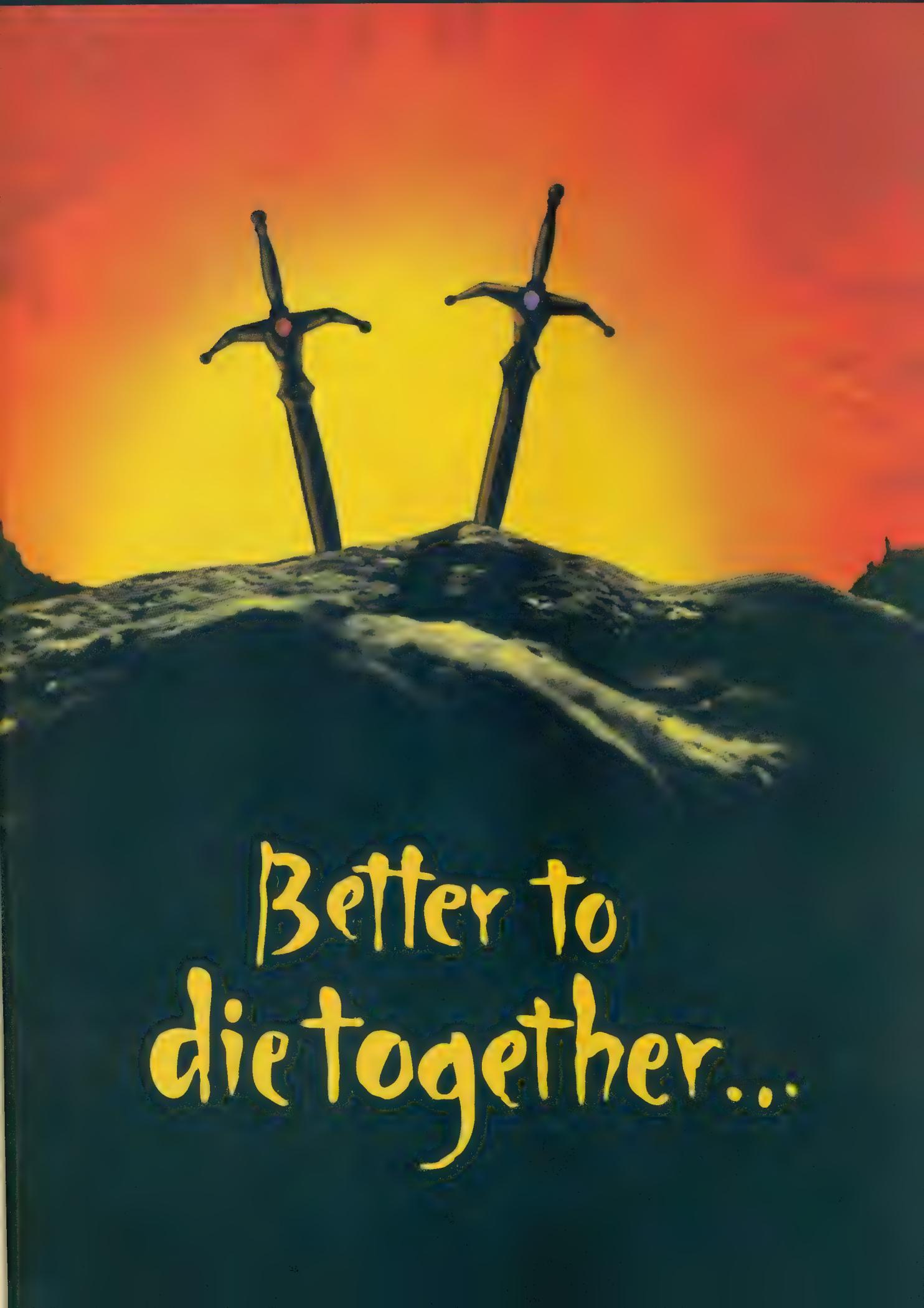
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This Issue Brought To You By: Graverobbers from Outer Space; "I'll ro-shambo you for it!"; Brak's Pork Tartar with Halibut Gravy Surf and Turf Combo Platter; Jorge's arrival; Bunnahabain; Vin Baker's clutch jimmy; Jason Goodman; twenty-nine-year-old bones; Little Foot; Cera; Ian "the kitty"; Babylon 5 reruns on TNT; chocolate; poptarts; the number 3; and the word "mine."

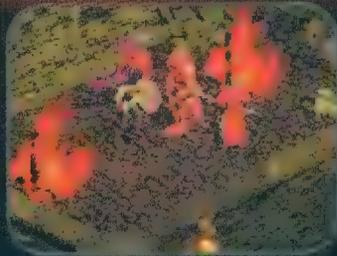
Thanks to: Stan the Man for the fine single malt; Mauro, Flavio, Luis, and the rest of the Devir connection for making Rio even more fun that it sounded; Forrest and Francis German; Eros, Tanna and The Ruler; my bonsai baby, Stan Getz; Nate McMillan; Sherry and Tammy for their patience; the Saltwater parent's group for their support; Ian, Elyse, and Bryan for making life interesting.



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SPECIAL REPORT

Rendezvous in Rio

Duelist Invitational Contest Winner Reports



Shortly after returning from Pro Tour—Mainz, I had a message on the answering machine saying I had won a *Duelist* contest. After confirming it was not a prank call (and just a little twisting of my wife's arm), the wheels to paradise began to turn.

Never in over 40 plane trips have I landed in an airport without a terminal, but then I'd never been to Rio de Janeiro before. A bus and near-100 degree temperatures greeted us upon our arrival. We eagerly left the airport and headed for the beautiful Hotel Gloria, the *Duelist* Invitational, and Grand Prix—Rio.

Besides my own 20th place finish in the Grand Prix (after borrowing a Necropotence from Brian Weissman), highlights from Rio included: Mark Justice's entourage, Mike Long's humor, Toshiki Tsukamoto's lost taxi cab, Svend Geertsen and Nathan Russell dancing, Paul McCabe's and Terry Borer's decks (both humorous and deadly), and Darwin Kastle's first-place finish. The tourney ran to near perfection and sportsmanship and fun were enjoyed by all. Magic in Brazil is blessed with support from Devir, the local organizers who hosted the event. Their devotion was deeply appreciated and made everyone's stay worthwhile.

Dawn and I would like to thank Wizards, *Duelist* staffers, and artist Randy Gallegos for making our stay adventurous, fun, and worthwhile. Your kindness and devotion to a good time were well met, thank you. Now if I could just become a playtester for Wizards....

Dennis Nichols
Omaha, Nebraska

THANKS for the report, Dennis, but if you thought the weather in Rio was harsh, I'd stay away from playtesting.

Rounding Up Our Coverage

Congratulations on going monthly! I am really going to enjoy getting *The Duelist* 12 times a year. I have a question about the Five Rings Roundup section. Will this be a regular feature? I hope so since you now own L5R and it would be nice if *The Duelist* began running

strategy articles and card lists for Five Rings games.

Ray Harwell
Akron, Ohio

THANKS FOR the congrats, Ray. We're doing it all just for you. As for the Roundup, you may notice a Scorpion Clan Coup card list and strategy feature this month (or you may not).

Conspiracy Theory

As usual, *The Duelist* has honed even more sharply my need for banned cards and planted new, unholy deck ideas in my mind. I am sure this ranks among the cardinal goals of this magazine. Melody Alder's article on *MagicSpeak* (February 1998) was fun and illuminating. The game's many indoctrinees have tagged their favorite elements with names that bring a chuckle and build intrigue and curiosity in the uninitiated. One term Melody omitted was "Swim Tim," which refers to Rootwater Hunter.

Starr Kaplan
Seattle, Washington

WELL, STARR (if that is your real name), I see you've stumbled onto our little conspiracy. We'd like you to report to our "reprocessing" center for some therapy. No need for concern, but make sure you're well-grounded.

ARSENAL ALERT: CONTEST DEADLINE EXTENDED

We recently received reports from the battlefield about the *BattleTech: Arsenal—Showdown* contest in *Duelist* #23 (pages 78-79). It seems the reconnaissance teams downloaded an abbreviated report due to heavy cross-fire. Their sources now indicate that when the enemy forces attack, Gladiator A also Overheats, increasing its attack +3 and taking 4 damage itself for blazing its guns. Additionally, we've learned that some of your team might not make it home alive; these are the casualties of war.

Now you have a clear scope of the battle before you. Send

in your forces (and your entries) to take out your foes and bring home an arsenal of prizes. You can win uncut card sheets from each of the *BattleTech* TCG expansions! The deadline for the contest will be extended until April 24, 1998. Your team is counting on you.

WE HAVE WINNERS

Here are the winners of recent contests. Winners of all contests are randomly selected from all eligible entries.

■ Mana Contest Winner (Duelist #21, page 12)

Roland Carlos of Fort Washington, Maryland won a box of *Tempest* boosters by locating the symbol on page 76.

■ Survey Winner (Duelist #21)

John Esposito of Elmhurst, New York was the lucky winner of an International Booster Subscription to *The Duelist*.

■ Mana Contest Winner (Duelist #22, page 12)

Scott Tepper of Berkeley, Illinois won a box of *Tempest* boosters by locating the symbol on page 33.

SHOW ME THE MANA CONTEST

Win a display box of *Stronghold* boosters by finding this mana symbol hidden somewhere in your *Duelist* magazine. Drop us a postcard telling us where you found it, and send your entry to *The Duelist* Mana Symbol—#25, P.O. Box 707, Renton, WA 98057. Only postcards will be accepted as legal entries. The winner will be drawn randomly from all correct entries. Postmark deadline is May 16, 1998. Remember, the mana symbol must match the symbol shown here!

Contest only open to residents of the U.S. (except Rhode Island) and Canada (except Quebec).

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And hunger for the Nightsword's godlike powers drew seekers both noble and corrupt. Now the ancient Mantle of Kendis-Dai has made Jeremy Griffiths the key to the sword's discovery—and doomed him to be the ultimate prize in the war to possess it!



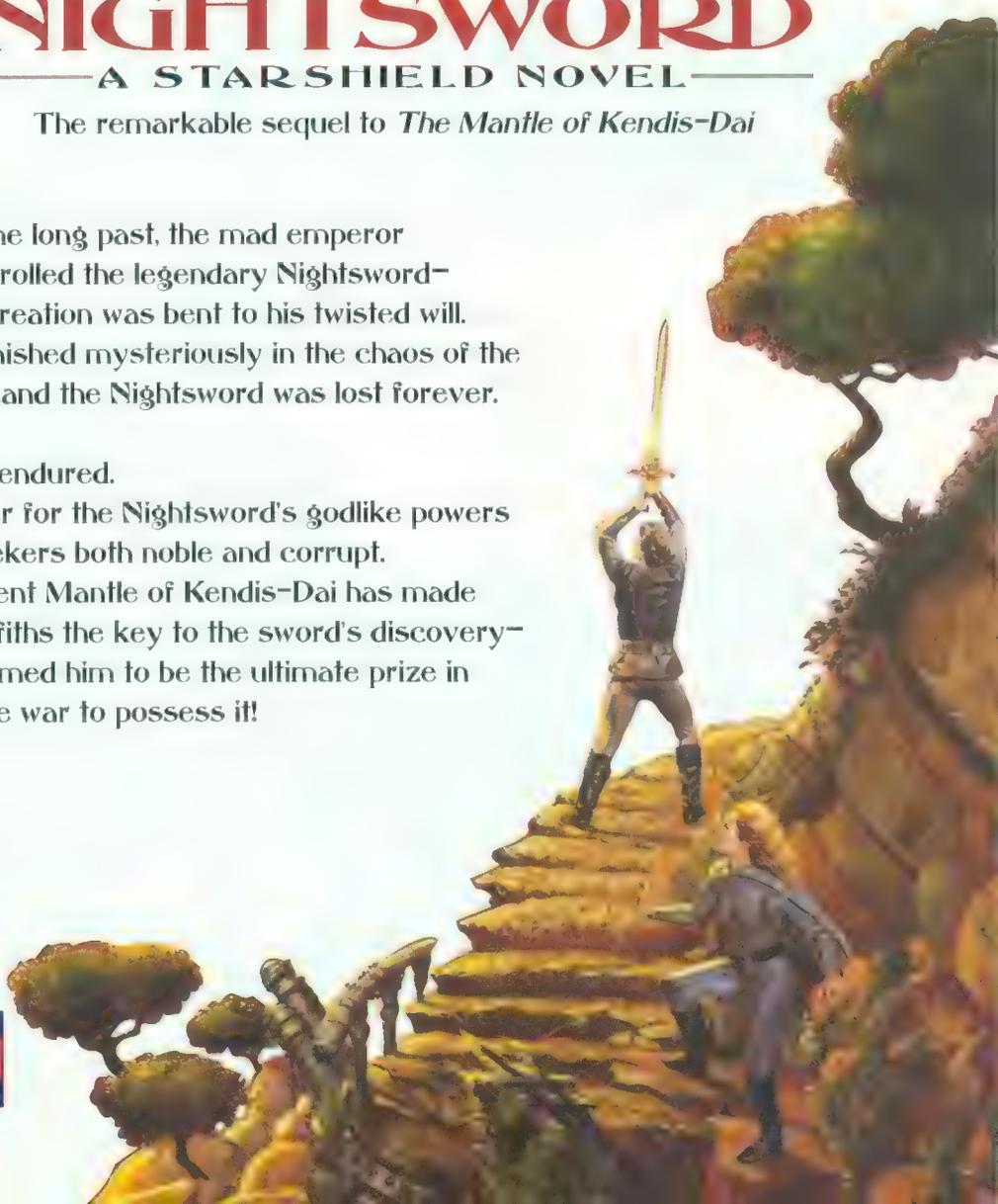
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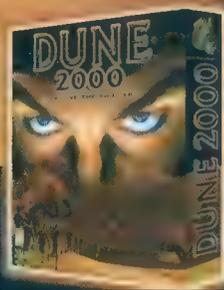


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Wizards Relaunches World's Oldest Science Fiction Magazine

Wizards of the Coast has announced plans to relaunch *Amazing Stories*, the world's oldest science fiction magazine. Scheduled to be in stores this summer, the quarterly, four-color magazine will showcase a variety of fiction and artwork from popular science fiction and fantasy settings.

The first issue will feature an original story by noted science fiction author Ben Bova and an excerpt from the next novel in Orson Scott Card's Alvin Maker series. Said Bova, "I am delighted to see *Amazing Stories* return in time to celebrate the beginning of the 21st century—which has been *Amazing's* territory from its very start."

Each issue of *Amazing Stories* will cover science fiction in settings that

have been created and nurtured in novels, television, films, and games (like *Star Wars* and *Star Trek*). In addition, the magazine will contain reviews, editorials, special features, and commentaries on the latest and greatest science fiction books, films, and electronic games.

Amazing Stories was originally devoted solely to science fiction. It was created in 1926 by Hugo Gernsback, the man known as the father of modern science fiction for whom the Hugo Award is named. That year, the monthly magazine sold through its first print run of 100,000 copies. Through the years the format, circulation, and ownership have gone through numerous changes. In 1982 TSR purchased the magazine and published it until 1995.

Now, Wizards of the Coast is prepared



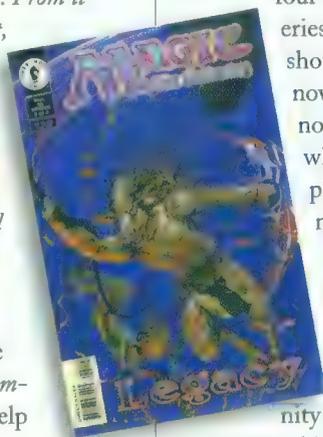
to take *Amazing Stories* onward to its 75th anniversary in the year 2001 and beyond into the new millennium. "*Amazing Stories* will be the science fiction magazine with a history for the 21st century reader," said executive editor Pierce Watters. *Amazing Stories* will be available at most book, hobby, game, and science fiction specialty stores.

The Magic Returns to Comics

A shadow slips across a dark and turbulent sky. From it shines a dim light, almost lost against the blackness. It is the flying ship Weatherlight, which has entered the sinister plane of Rath....

By now, you should know the basic story of *Tempest*. With the help of Dark Horse Comics, *Magic* players will get a chance to experience this epic quest through the magic of comics.

In *Duelist* #22, we provided a glimpse into the making of the upcoming



Gerrard's Quest comic book miniseries. The waiting is over. The first issue of this four-part miniseries, *Initiation*, should be in stores now—perhaps not too far from where you picked up this magazine.

"We have been presented with the wonderful opportunity to participate in a partnership that allows for both mediums to complement each other in a dynamic and creative fashion," noted Dark Horse *Magic* editor Ian Stude. "I, for one, am extremely excited to see some of our favorite artists cut

their teeth on such a fantastic property."

In coming months, you can watch as the story chronicled in the *Tempest* and *Stronghold* expansions unfolds with the help of Dark Horse Comics

and writer Mike Grell, penciler Pop Mhan, inker Norman Lee, and cover artist Mark Harrison.

The second issue, *Legacy*, is scheduled to be on sale April 22 and depicts the battle

The Elder Kindred Network Is On the Air

Night falls over the city. In the darkened streets they move—the ancient, the hunters. The Damned. There is a society hidden among our own, so twisted with age that no one can be sure of another's motives. It is the Jihad, the eternal struggle.

Surviving means forming alliances, sometimes for the moment, sometimes forever. And so the Methuselachs have come together to form Vampire: Elder Kindred Network (V:EKN), an officially recognized players' organization for *Vampire: The Eternal Struggle*. This is a worldwide group of V:TES fans who teach the game, hold tournaments, and seek out new opponents. V:EKN sponsors worldwide V:TES events several times a year, and there are more plans in the works.

For more information, please contact Eric Cagle at <duncaen@wizards.com> or the chairperson, Robert Goudie, through the V:EKN Web page at <www.hexagon.net/MadnessNetwork/>. You can also write to Vampire: Elder Kindred Network, c/o Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707.

VAMPIRE
THE ETERNAL STRUGGLE

between the *Weatherlight* and Volrath's flying ship, the *Predator*. From there, the intrepid crew enters Volrath's stronghold in *Crucible* (available May 27), and finally meets the evincar in *Destiny*, the June issue.

Gerrard's Quest will be available at select comic stores as well as newsstands. For more information, check out Wizards' website at <www.wizards.com> or Dark Horse Comic's website at <www.dhorse.com>.

New Card Games for the Masses

With the success of the hilarious *Corporate Shuffle* game under its belt, Wizards hits the street with a collec-

tion of four fresh card games in March. **Twitch, AlphaBlitz, Pivot, and Go Wild!** all have individual character and style and will provide intelligent fun for you and your parents (and your grandparents, too).

Twitch is a game of quick reflexes, speed, and accuracy, played with three to six players. Players quickly flip colored cards into a bowl. If you're slow or make a mistake, you can be challenged and penalized. The first player to run out of cards wins.

AlphaBlitz is a wonderful new approach to word games

by one of America's leading word-puzzle designers. Two to six players race to unscramble words and stump opponents. Played for either speed or strategy,

AlphaBlitz

is two word games in one box.

Pivot is a dynamic card game of ups and

downs. Don't get caught napping, because rules change, directions switch, and play shifts in an instant. **Pivot** is for two to eight players.

Go Wild! is a game of wild cards in which only the "Wild One" (the first person

to win a trick) can play wild cards. Play sets of matching-color cards to win tricks and points. But the balance of power can shift quickly if you unseat the Wild One and take control of this strategy card game. **Go Wild!** is designed for two to six players.

According to Gail DeGiulio, vice president of New Games at Wizards of the Coast, "These games are fast, fun, innovative, and ideal for playing with family, friends, and even co-workers." (We suggest you check with your supervisor first.) **Twitch, AlphaBlitz, Pivot, and Go Wild!** should be available at most toy, game, and hobby stores.



The Rumor Mill

From the Trenches of
Wizards of the Coast Customer Service

Yo. Steve here. How far come your Customer Service tips. We get a lot of requests for rulebooks. Apparently some folks are so eager to try Magic they run out to the nearest hobby store and grab the first pack they see, then discover they can't learn Magic from a *Tempest* deck because the rulebook isn't as "beginner friendly" as it could be. What to do?

THERE'S A REASON IT'S CALLED PORTAL

Portal is designed for beginners to get at the roots of Magic—tapping, untapping, attacking, blocking, creatures, resources, and lands. If all that stuff about accounts, interrupts, and batch effects sounds like gibberish, *Portal* is for you. Get your brain, your deck, and your friend, and start with *Portal*, which sticks to the basics and doesn't overwhelm a novice with advanced mechanics.

Unfortunately, many *Portal* cards aren't tournament-legal and using them with or against *Magic* cards can be tough. If you want to play in tournaments, or all your friends play with regular *Magic* cards, it's time to graduate to the next level.

MOVING ON UP

Once *Portal* seems too simple, or if you enjoy squinting at tiny rulebooks, you're ready for *Magic*.

Currently, the *Fifth Edition* set is considered "standard *Magic*," and can be a big step if you've only played *Portal*. That's why in April Wizards will release the *Fifth Edition* game—packaged like *Portal*, but with play more like standard *Magic*. You might also want to try *Portal Second Age* (due in June), with new rules and new cards to help you ease into the game.

When you're feeling gutsy, try an expansion.

ASK THE EXPERTS

Although Wizards usually advertises that larger expansions are for experienced players, many people buy boxes of the latest expansion after only playing for three days. Most players can probably pull it off (hey, we've got faith!), but some may need a quick primer. *Magic* comes in decks as well as boosters for a reason—decks have rulesbooks. Buy a deck first and buy booster packs later.

Expansions aren't for beginners. Sure, the cards and packaging look cool, but they're useless if you don't understand turn sequences. Fight the urge to load up on the pretty packs for now. Stick with what you know, and don't take the big plunge until you've mastered the backstroke.

THE BEST ADVICE

Most of all we want you to enjoy *Magic*! If you don't know where to start, ask the store clerk, if he or she doesn't know, call us. We're the Wizards of the Coast Customer Service folks. Ask for Steve.

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Rules Information: <questions@wizards.com>

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BE JABBA'S KIND OF SCUM... FEARLESS
AND INVENTIVE

TEASE YOUR OPPONENT WITH SALACIOUS CRUMB
(OOH-AH-HAHAHAHA!)

REDUCE YOUR OPPONENT'S DECK TO
BANTHA FODDER

GET THE BAND BACK TOGETHER, MAN!

GET JABBA OFF HIS HUTT WITH A
THERMAL DETONATOR

TAKE YOUR OPPONENT'S SAIL BARGE FOR A JOY
RIDE

YANK LEIA'S CHAIN

SIT, BUBO, SIT. GOOD DOG

SQUEEZE JABBA INTO A CARD SLEEVE!

THIS LITTLE GAMORREAN WENT TO MOS EISLEY.
THIS LITTLE GAMORREAN STAYED HOME

DEPLOY A KITONAK, OR A WEEQUAY, OR A BARAGWIN, OR A
GRAN, OR A SKRILLING, OR A WHIPHID, OR A QUARREN,
OR... OH JUST DEPLOY THEM ALL!



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MAGIC
THE GATHERING

by Mark Rosewater

Top 10 Things We Try to Put in Every Set

Tempest got ten out of ten....

10. At least one title with a pun (*Apes of Rath*).
9. A title that makes reference to past **Magic** cards (*the Medallions—alluding to the Moxes*).
8. A coin-flipping card (*Wild Wurm*).
7. A creature 7/7 or bigger (*Verdant Force*).
6. A cleaned-up version of an old card that we can rotate into the basic edition (*Reckless Spite*—cleaned up version of *Ashes to Ashes*).
5. Magic title on a rare card that forces players to consult a dictionary (*Aluren*).
4. A "Summon Rat" (*Rats of Rath*).
3. At least one five-card cycle that appears once in each color with a tied mechanic and name (*Slivers and Licids*).
2. A title with an in-joke for those behind the scenes (*Vhati il-Dal*—named after the set's code name, *Bogavhati*).
1. Flavor text with only a single four-letter word (*Jinxed Idol*—"Here").

I Like Spikes

We've talked about cards, so now I want to talk about how mechanics develop. Back when *Tempest* was just a glimmer in the designers' eyes, I toyed with the idea of a race with variable power and toughness that were transferable between others of its kind. The very first "Amoeba Person" (which came to be known as a Spike in *Tempest*) looked like this:

VERSION ONE

Amoeba Grunt 3 ♣♣♣
Summon Amoeba 0/0

Amoeba Grunt comes into play with four +1/+1 counters.

1: Move a +1/+1 counter to target Amoeba.

This early design started with base statistics of 0/0 with +1/+1 counters to beef it up, and included the activated ability of moving these counters onto another Amoeba. This ability purposely had no tapping in its activation cost so it could be used at any time, whether the Amoeba was tapped or not. Both of these elements would stay with the card throughout its evolution, but there was still one major problem: the Amoeba's special ability was only useful if there were more Amoebas in play. Afraid that we might have a new Dwarven Pony on our hands, we tried again:

VERSION TWO

Amoeba Grunt 3 ♣♣♣
Summon Amoeba 0/0

Amoeba Grunt comes into play with four +1/+1 counters.

3: Move a +1/+1 counter to any creature.

1: Move a +1/+1 counter to any Amoeba.

This new version expanded the Amoeba's usefulness by allowing it to move its counters to any creature, and retained the original ability

to give it a benefit when dealing with other Amoebas.

After playing with this version, we came to the realization that the second ability was still too narrow. This led us to try:

VERSION THREE

Amoeba Grunt 3 ♣♣♣
Summon Amoeba 0/0

Amoeba Grunt comes into play with four +1/+1 counters.

2: Move a +1/+1 counter to any creature.

Even without a specialized ability, we realized Amoebas still had a natural affinity for one another since you could keep moving +1/+1 counters to and from Amoebas throughout the game as necessary. Also, we decided to lower the mana cost of moving counters to make it easier to use.

Once the base ability was fixed, the most obvious choice for expanding the Amoeba's presence involved finding a second use for its +1/+1 counters. Since we wanted to keep Amoebas green, we began brainstorming interesting green effects that Amoebas could create by sacrificing counters: life gain, creature generation, and creature pumping. At first, these abilities simply required a sacrificed counter; as we started playing with the cards, however, we found some abilities were too powerful without an additional mana cost.

After all that, the development group decided to push Amoebas (now called Spikes) back an expansion, as *Tempest* had too many new abilities already. Happily, we were able to include Spike Drone in *Tempest* as a little taste of what was to come.



Everybody's Surfing Now

Flame Wave puts to rest the long-debated question: is there good surfing on Rath?



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P.O. Box 707
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Contest rules: One entry per contestant. No purchase required. All entrants must have permission of guardian. Entries must be postmarked by midnight May 25, 1998. Drawing for winner will be held on June 1, 1998. Winner will be contacted by phone or email within seven days of the drawing. Odds of winning depend on the number of eligible entries received. Grand Prize approximate value: \$1,500. Prizes are not exchangeable, transferable, or redeemable for cash. Applicable taxes and fees are the responsibility of the winner. Noncompliance with rules will result in disqualification. Airline selection is at the sole discretion of The Duelist magazine. Tickets are non-refundable and travel must take place during the period specified. Airport transfers, postage, and so on are the sole responsibility of the winner. Contest open to residents of the United States (except Rhode Island) and Canada (except Quebec). Contest is not open to employees and family members of employees of Wizards of the Coast and its subsidiaries. Contest is subject to federal, state, local, and provincial regulations and is void where prohibited by law. Winner's entry and acceptance of prize constitutes acknowledgment of the following: permission for The Duelist and its affiliates to use, without payment, winner's name, photograph, or other likenesses for purpose of advertising and/or promotions; The Duelist and its affiliates have neither made nor are in any manner liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize. To receive prize, winner may be required to sign waiver and release. The Duelist and its affiliates are not responsible for illegible, incomplete, late, or postage-due entries. The Duelist's decision is final with respect to all matters relating to this contest. Public acknowledgement of the winner will be available after June 1, 1998. Check the Wizards of the Coast website at <www.wizards.com/Game_Center> or send a self-addressed, stamped envelope with your request to Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707, Attn.: GameCamp Contest



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WHAT'S NEW?

Meanwhile, Back at the Flying Ship...

by Phil Foglio

OKAY, EVERYBODY'S UP TO DATE WITH THE MAIN STORY LINE IN THE WEATHERLIGHT SAGA, RIGHT? BUT THE LATEST EXPANSION HAD TO CUT SOME OF THE MINOR STORY LINES. THOSE UPDATES ARE PRESENTED HERE AS A PUBLIC SERVICE.

@Foglio-98



TAHNGARTH'S SUDDEN FEAR OF HEIGHTS CONTINUES TO GROW WORSE. HE'S MANAGED TO HIDE IT BY NEVER LOOKING DOWN, BUT HOW LONG CAN THIS CONTINUE?

HEY TAHN, ISN'T THAT CRATER WHERE UR2A'S SPACE COW CRASHED?

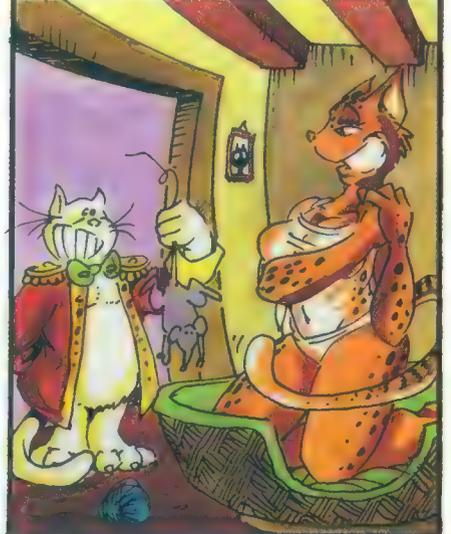


ERTAI'S AND **SQUEE'S** MINDS ARE STILL SWITCHED. ERTAI IS FRANTICALLY SEARCHING FOR A CURE BEFORE THE CREW DISCOVERS THE PROBLEM—OR WORSE.

HEY—NO RUSH, PAL, I'VE GOT A DATE TONIGHT.



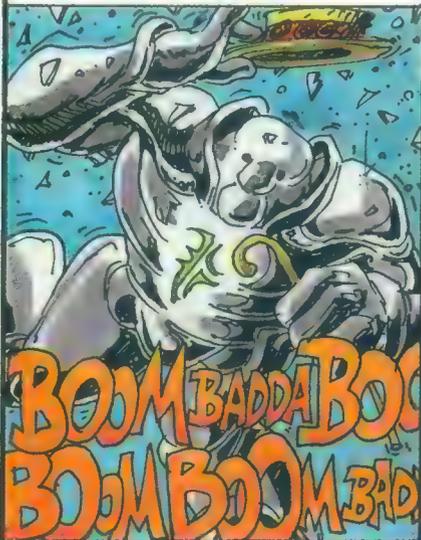
VOLRATH'S MINION **KROSP** AND **MIRRI** CONTINUE THEIR SECRET LOVE AFFAIR. THEY KNOW THE WHOLE THING IS DOOMED, BUT THEY REFUSE TO FACE IT.



HAVING BEEN BITTEN BY THE DEMON HAMSTER, **'EEK'**, **ORIM'S** CRAVING FOR HUMAN FLESH THREATENS TO OVERWHELM HER. SOON NOT EVEN HER WHEEL WILL SUFFICIENTLY DISTRACT HER.

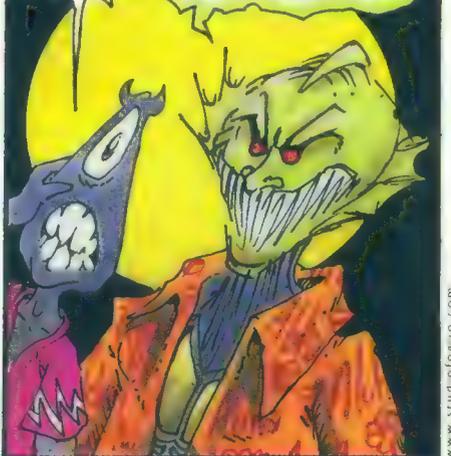


DOWN IN THE HOLD, **KARN'S** TAP-DANCING LESSONS CONTINUE. IT HAS BECOME A RACE AS TO WHICH WILL BREAK FIRST—GERRARD'S PATIENCE, OR THE SHIP'S HULL.



AND FINALLY, **VOLRATH'S** EXPERIMENTS WITH FLYING-ICEBERGS HAVE REACHED A TURNING POINT.

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Thinking about college

I want to go to college.

I've got all these cards.

How am I going to pay for college?

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June 5-7, 1998, Super Series Championship



What's Inside

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Illustration by [unreadable]



MAGIC COMPENDIUM

Duelist Picks & Tricks

So, you've had a month to poke around *Stronghold*. You're probably getting comfortable, putting your feet up on Volrath's coffee table (watch out, that's flowstone!), and smoking some of his famous Rathan cigars. Now you need to think about how to smuggle some of Volrath's secrets back to Dominaria. Well, a few of the planeswalkers here on the coast have already brought spells back from Rath and paired them with some of Dominaria's finest (and a couple found in Rath). Take a look.

Pursuit of Knowledge and Sylvan Library

Everyone knows that if you're pursuing knowledge you should go to a library. Now Magic makes this lesson crystal clear. Perhaps the ultimate card-drawing card since Wheel of Fortune, Pursuit of Knowledge sacrifices immediate card advantage for future card advantage, since you have to skip three draws before you can sacrifice Pursuit of Knowledge for seven cards. But look what happens when you're pursuing that knowledge while using Sylvan Library, which enables you to draw two extra cards during your draw phase. Once you cast Pursuit of Knowledge with Sylvan Library in play, all you have to do is refuse your next turn's three draws (the normal draw plus two from the

Library). You then have three counters on Pursuit of Knowledge and seven cards on their way to your hand.

Megrim and Shocker

Whoever heard of electroshock therapy for migraines? Probably some demented deck doctor. This combo will definitely make your opponent go looking for pain killers. Megrim is a *Stronghold* enchantment that deals 2 damage to your opponent whenever he or she discards a card. Shocker is a 1/1 red *Tempest* critter that forces any player damaged by it to discard his or her hand and draw a new one. So if you attack with Shocker on turn three with Megrim in play and your opponent has done nothing

but put lands into play, you could do upwards of 13 to 15 damage. Talk about your killer headaches!

Spike Colony and Spitting Hydra

It was recently ruled that all counters of the same type are interchangeable (i.e., all +1/+1 counters are the same, but are different from all +1/+2 counters). Then *Stronghold* brings us Spikes, ready to throw counters around like nobody's business. So how do you take advantage of this situation? Toss down Spitting Hydra, which transforms counters into creature damage. With Spike Colony and Spitting Hydra in play, you can scatter up to 8



points of damage around the board, killing and maiming your opponent's creatures at will. Add a few more Spikes and your Hydra will never run out of ammunition.

Mox Diamond and Harvest Wurm

The Mox Diamond, which can be tapped for one mana of any color but requires you to discard a land when it comes into play, is sure to be a popular card. What it lacks

in speed (compared to the original



Moxes), it almost makes up in versatility. But what about that speed problem? There are ways around the drawback of losing a land from your opening hand, and Harvest Wurm is one of the best. Harvest Wurm is a 3/2 green creature that costs only 1 ♣ to cast. But you need to return a basic land from your graveyard to your hand when it comes into play. So on turn one, drop a land and the Mox Diamond, discarding a basic land in the process. Tap the Diamond and the land in play to cast the Wurm and retrieve the basic land you just tossed. Two mana on the board and a first-turn, 3-power critter with no drawback. Now that's speed!



Lowland Basilisk and Fire Whip

Lowland Basilisk is seen by some as a lesser cousin to Thicket Basilisk because it must actually damage a creature to tag that creature for death. But according to current rulings on this creature, the damage doesn't have to occur during combat to place a marker on the soon-to-be-dead target. So with Fire Whip on Lowland Basilisk, you can tap the Basilisk to damage a creature and that creature becomes marked for

death at the end of the next combat since Fire Whip states the damage comes from the enchanted creature and not from Fire Whip. Plus, according to those same rulings, this death mark is never removed unless the creature leaves play (phases out, for example). So it will die at the end of the next attack—even your own null attack.

Fling, Ball Lightning, and Blood Lust

The power struggle between speed and control in Magic may have just taken a turn toward speed. With just three cards and seven mana (with only one required color), you can now deal 20 points of damage! Here's how it works. Tap ♣♣♣ to cast Ball Lightning, which is a 6/1 trample creature that can attack the turn it comes

into play. Attack with the Ball and—if your opponent can't or doesn't block—cast Blood Lust on it for 1 ♣. Blood Lust makes Ball Lightning a huge 10/1 ball of death. After combat, tap another 1 ♣ to cast Fling, and toss that Ball Lightning at your opponent again. Who says lightning never strikes in the same place twice?



Tortured Existence and Gravedigger

Tortured Existence is a decent utility spell you can use to replace a creature targeted for death (perhaps by a Lowland Basilisk enchanted with Fire Whip). By paying ♣ and sacrificing a creature, you can return a creature from your graveyard to your hand. But what if you really want to keep the creature you're sacrificing? Let Gravedigger dig it up for you. If Gravedigger is in your graveyard, use Tortured Existence to bring it back to your hand when you sacrifice your favorite creature. Now cast Gravedigger and pull the sacrificed creature back to your hand. So how do you get Gravedigger into your graveyard in the first place? Well, you can always sacrifice it to Tortured Existence.

Extra Pulled

Now!

Not every card created by Wizards makes it through the development process. The Day of the Unearthed card is a mysterious hidden addition to R&T called "Extra Pulled." by Mark Rosewater



Big Red
Summon Lord
All treefolk gain +1/+1 and protection from lumberjacks.
Sacrifice target treefolk: Deal 3 damage to target creature and put a Cordwood token into play. Treat this as a 0/1 green wall.
Sacrifice Cordwood token: Add ♣♣♣ to your mana pool.
Timber!

All goblins have their king, the merfolk their lord, and the zombies their master. After four years, even the elves finally picked up a leader in Tempest. But what about all those other poor creatures desperately craving guidance from a higher authority? Well, we've made lords for all different creature types, but not all of them have made it into print.

"Duelist Picks & Tricks" was compiled by Will McDermott, with contributions from Brady Dommermuth, Steve Earth, and Mark Rosewater.

BATTLETECH

You will have a plan.

You will be right.

You will be wrong.

You will love your troops.

You will curse your name.

You will panic.

You will attempt the impossible.

You will respect your enemy.

You will pay the price.

You will be defeated.

You will face your fear.

You will not be killed.

You will be exalted.

You will ask for a second chance.

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House Rules

Armored Conflict

At this year's Duelist Invitational, the best Magic players in the world were once again put through their paces in a three-day pentathlon. Here's what they had to endure...

Duplicate Limited (Rounds 1-3)

This year's Duplicate pool was chosen as a compliment (in every sense of the word) to last year's "Limited Trash" format in Hong Kong. It could have been termed "Limited Treasure," as it consisted of 90 of the most powerful cards from current releases: 17 from each color and five artifacts (see sidebar). Player reaction to the primo pool was mixed. Some found it to be a challenging test of skill, while others felt the cards were too familiar and the color balance was off so there were too few real choices to be made.

New York-Style Extended (Rounds 4-6)

The DCI's newest sanctioned format was slightly modified according to the rules laid out at the very first Pro Tour event: each player had to play with at least four cards (either in his deck or sideboard) from all of the sets permitted in the format: *The Dark*, *Fallen Empires*, *Ice Age*, *Homelands*, *Alliances*,

Mirage, *Visions*, *Weatherlight*, and *Tempest*. This format was one of the more popular among the invitees, who appreciated the access to many of the game's fastest and most powerful cards.

Solomon Draft (Rounds 7-9)

Once again, the all-stars tried to measure up to the Biblical king renowned for his wisdom. Booster packs from *Mirage*, *Visions*, and *Ice Age* were opened, examined, and then one player divided the cards into two piles (a "pile" had to have at least one card, but there were no other size restrictions). The other player then examined the piles and chose one to use for deck construction; the player that divided got what was left. As Brian Hacker noted, this format was especially challenging, as players not only had to draft, construct, and play their own decks, but they also had to determine the cards their opponent would be playing



with and prepare to play against those cards.

"Mystery" Constructed—Vanguard (Rounds 10-12)

The players were not informed what this format would be until three weeks before the tournament began. When it was revealed, they found they had to construct decks using *Mirage*, *Visions*, *Weatherlight*, *Tempest*, and one *Vanguard* card of the 16 available (*Squandered Resources* was banned for this format). Unfortunately, nearly all players agreed that the most powerful *Vanguard* card was *Hanna*

in combination with blue, which didn't make for a great deal of variety. Of the three players who didn't choose *Hanna*, one chose *Squee* (*Darwin Kastle*) and two chose *Maraxus of Keld* (*Terry Borer* and *Paul McCabe*).

Standard (Rounds 13-15)

Nothing tricky here but the daunting prospect of playing against the very best players in the most balanced of all DCI formats. These rounds used the Banned and Restricted List as of January 1, 1998, and the available sets included *Fifth Edition*, *Mirage*, *Visions*, *Weatherlight*, and *Tempest*.

"Limited Treasure" Sealed Card List

Black

Animate Dead
Bounty Hunter
Carrion Ants
Crypt Rats
Dark Banishing
Darkling Stalker
Dauthi Mercenary
Fallen Angel
Fevered Convulsions
Gravebane Zombie
Howl from Beyond
Nekrataal
Pestilence
Shadow Guildmage
Skulking Ghost
Skyshroud Vampire
Sorceress Queen

Blue

Blue Elemental Blast
Breezekeeper
Capsize
Cloud Elemental
Counterspell
Dissipate
Legacy's Allure
Man-o'-War
Ophidian
Ovinomancer
Ray of Command
Rootwater Hunter
Sandbar Crocodile
Thalakos Dreamsover
Thirst
Waterspout Djinn
Whispers of the Muse

Green

Desert Twister
Elvish Archers
Gorilla Berserkers
Jungle Wurm
Krakilin
Llanowar Elves
Maro
Quirion Ranger
River Boa
Rootwalla
Scragnoth
Stalking Tiger
Tranquility
Trumpeting Armodon
Uktabi Orangutan
Whirling Dervish
Woolly Spider

Red

Canyon Wildcat
Dwarven Vigilantes
Enraging Lcid
Fireslinger
Flowstone Giant
Goblin Bombardment
Hammer of Bogardan
Incinerate
Mogg Fanatic
Pillage
Rathi Dragon
Reckless Embermage
Red Elemental Blast
Rolling Thunder
Scorched Earth
Suq'Ata Lancer
Wildfire Emissary

White

Avenging Angel
Aysen Bureaucrats
Benalish Hero
Clergy en-Vec
Cloudchaser Eagle
Disenchanted
Ekundu Griffin
Femeref Scouts
Heavy Ballista
Honorable Passage
Knight of Dawn
Knight of Valor
Master Decoy
Pacifism
Remedy
Soltari Emissary
Winds of Rath

Artifacts

Grindstone
Jade Monolith
Lotus Petal
Phyrexian Splicer
Phyrexian Vault

For more on the Duelist Invitational, please see pages 38-40 and 62-67.

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Limited Edition.

Deck Clinic

If you'd like us to consider your deck for "Deck Clinic," just send a list of what's in your deck along with a brief description of its ailment to: **Deck Clinic, c/o The Duelist, P.O. Box 707, Renton, WA 98057, or to <duelist@wizards.com>**.

With prerelease tournaments getting so popular, we decided to run *Stronghold* through a prerelease deck clinic featuring our sealed-deck specialist, John Yoo. Shown on the opposite page are cards pulled from one *Tempest* starter deck and two *Stronghold* booster packs. From these cards, Doctor Yoo constructed the deck shown below. If you want to match wits with one of the top Limited players on the Pro Tour, build your own 40-card minimum deck before dissecting John's deck.

DR. YOO SEZI!

After separating the colors and examining the cards, no color jumped out at me as completely superior. All the colors offered some very good cards. The key is to create a solid deck with a decent balance of creatures, creature removal, and support spells, and the correct mana proportion.

Summary of Colors

Black offered good creature-removal spells with Diabolic Edict, Enfeeblement, and Evincar's Justice, but had only three good creatures: Dungeon Shade, Knight of Dusk, and Wall of Souls. Of these six cards, four were black-mana intensive, providing less flexibility.

Blue offered more utility with such spells as Capsize, Mana Leak, and Propaganda, and some good creatures like Horned Turtle, Rootwater Hunter, and Thalagos Deceiver. However, blue didn't provide enough cards to be a primary color. In addition, there were no kill cards in

blue, since all the creatures had only 1 power. I felt blue would make a poor primary color but a good support color.

Green consisted of almost all creatures with only three non-creature cards. It offered an enormous amount of "beef" with Apes of Rath, Rootwalla, Skyshroud Troll, Skyshroud Troopers, Spike Colony, Spined Wurm, and Trumpeting Armodon. Green clearly had the best creatures but

intensive for sealed play. In the end, I thought red would make a good compliment to green, providing creature-removal spells as well as a few good creatures.

White had a good balance of creatures and support spells, with a solid creature base (Cloudchaser Eagle, Elite Javelineer, Soltari Trooper, Wall of Essence, and Warrior *en-Kor*) and decent spells (Anoint, Change of Heart,

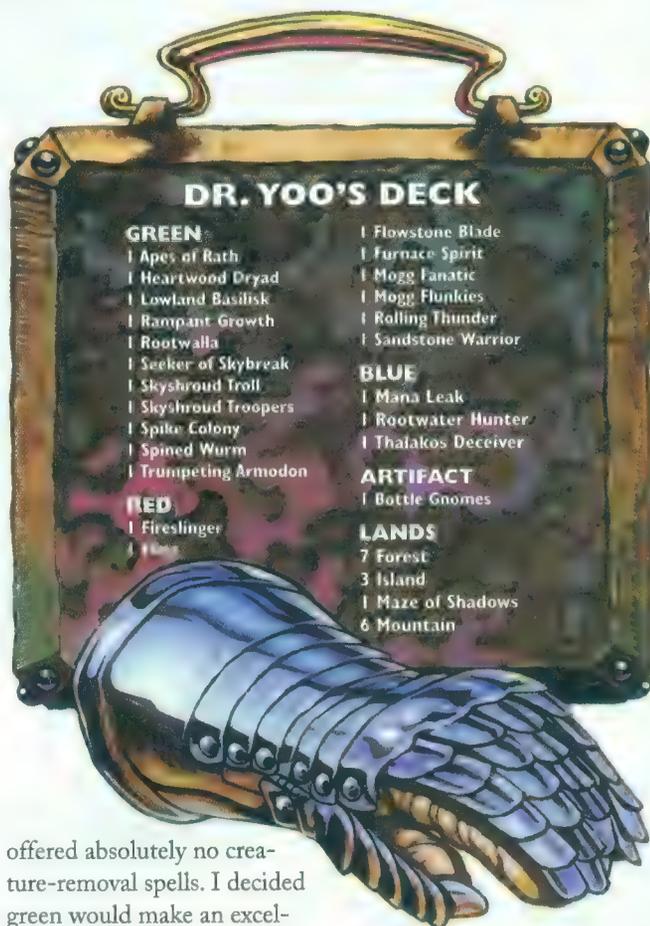
blue. I chose green as my primary color and 11 green cards made it into the deck. The secondary color was red with eight cards making the list. Finally, I splashed in three blue cards.

Green: I chose to play green as the primary color because it contained the bulk of the creatures. In addition to the meaty creatures mentioned above, green also provided some smaller, cost-efficient creatures like Heartwood Dryad, Seeker of Skybreak, and Lowland Basilisk.

Seeker of Skybreak may seem like a questionable choice. I decided to use it because it's not only cost efficient, but it works well with Apes of Rath, Rootwater Hunter, and Fireslinger. Another questionable green card I included was Rampant Growth, because I had only 16 color-producing lands in the deck. Normally I like to play with 17 color-producing lands, but I had a shortage of forests and mountains.

Red: Red provided solid creatures such as Fireslinger, Mogg Fanatic, and Sandstone Warrior. Furnace Spirit barely made the cut and was the last card I put in the deck. Mogg Flunkies (a very funny card) sounds bad, but in a beatdown deck like this, it's surprisingly good. Red's contribution was rounded out with three variations on creature-removal spells: Rolling Thunder, Flowstone Blade, and Fling.

Rolling Thunder is an excellent creature-removal spell and, in some cases, a good player-removal spell as well. Flowstone Blade can be used to kill a creature and can also pump a high-toughness creature



offered absolutely no creature-removal spells. I decided green would make an excellent foundation for the deck, but would need support from other colors for creature removal and utility spells.

Red was mediocre overall but offered a couple powerful spells in Rolling Thunder and Fireslinger. Red also had Flame Wave, but at 3 3 3 3 3, it was too mana

Flickering Ward, and Smite). But all the white cards were fairly mediocre. In creating the deck, I had to choose between white and red as my secondary color, and red won the title.

Deck Construction

For the final deck, I decided to go green/red with a splash of

(like Apes of Rath) for extra damage. Although Fling requires you to sacrifice a creature, it can help in a bind and can be used in response to an opponent's creature-removal spell. Also, like Rolling Thunder, Fling can inflict the final few points of damage needed to finish off an opponent.

Blue: Blue had some powerful cards, but I chose to splash it instead of using it as a primary or secondary color. I used only three islands and decided to play only the blue cards that would be effective in both the early game and the late game, since I couldn't count on an island in my opening hand.

The blue cards I chose were Rootwater Hunter, Mana Leak, and Thalagos Deceiver. Rootwater Hunter may be a puny 1/1 creature, but its ability to deal 1 damage to a creature or player makes it anything but puny. Mana Leak is one of my favorite cards in *Stronghold*. It's a cheap counter-magic spell that needs only one blue mana to cast. It has a drawback since the caster of the original spell can pay 3 to force the countered spell through. However, your opponent will seldom have that extra three mana after casting a critical spell. The last blue card I included was Thalagos Deceiver, which at 3 is an expensive 1/1 creature. However, its ability to steal your opponent's best creature in exchange for sacrificing the Deceiver makes it well worth the cost.

Finally, I added Bottle Gnomes, which is fantastic in both Limited and Constructed because it's a great blocker and provides life to give you one last chance to win. I also included Maze of Shadows to boost the mana count and to help against creatures with shadow.

Conclusion

This sealed deck was a challenge to construct due to the number of worthy cards in every color. Black had good spells, but I felt it wasn't playable because of the lack of decent creatures and the colored-mana problem. White had decent creatures, but weak spells, and it didn't compliment green as well as red.

The most difficult decisions were which blue cards to play. Because blue didn't have enough playable cards, I couldn't use it as a primary or secondary color, so it became my splash color. Horned Turtle was not worth splashing in because it's mainly a blocker. With only three islands in the deck it might not be cast until late in the game, and a late-game blocker is a waste. Propaganda fell to the same problem. Propaganda is optimal when cast on the third turn, slowing down an opponent tremendously. With only three islands, however, a third-turn Propaganda was not likely. I really wanted to play Capsize, but felt I would need at least four islands to support it, and four was pushing the limits for this splash color.

One of the biggest mistakes players make when constructing sealed decks is using a poor mana ratio, which can result in getting mana hosed or color hosed in critical games. One way to help prevent getting hosed is to play fewer colors. In Limited formats it is, of course, impossible to use a mono-colored deck. Constructing a two-color deck is very difficult without putting "slack" cards in your deck or using "dummy" lands (slack cards are sub-optimal cards you'd rather replace with better cards, and dummy lands are basic lands of a color you're not playing, used to boost mana count). I normally use



TEMPEST-STRONGHOLD SEALED DECK

BLACK

Blood Pet
Bottomless Pit
Death Pits of Rath
Diabolic Edict
Dungeon Shade
Endless Scream
Enfeeblement
Evincar's Justice
Knight of Dusk
Morgue Thrull
Torment
Wall of Souls

BLUE

Capsize
Hesitation
Horned Turtle
Leap
Mana Leak
Propaganda
Rootwater Hunter
Steal Enchantment
Thalagos Deceiver
Tidal Surge
Venerable Monk
Volrath's Curse
Volrath's Shapeshifter

GREEN

Apes of Rath
Crossbow Ambush
Heartwood Dryad
Lowland Basilisk
Provoke
Rampant Growth
Rootwalla
Seeker of Skybreak
Skyshroud Troll
Skyshroud Troopers
Spike Colony
Spined Wurm
Trumpeting Armodon

RED

Blood Frenzy
Crown of Flames
Fireslinger
Flame Wave
Fling
Flowstone Blade
Furnace Spirit
Mogg Fanatic
Mogg Flunkies
Rolling Thunder
Sandstone Warrior
Seething Anger (2)

WHITE

Anoint
Bandage
Change of Heart
Cloudchaser Eagle
Elite Javelineer
Flickering Ward
Smite
Soltari Foot Soldier
Soltari Trooper
Wall of Essence
Warrior en-Kor

ARTIFACTS and GOLD

Bottle Gnomes
Dracoplasm
Emerald Medallion
Manakin
Metallic Sliver
Ranger en-Yec

LANDS

Forest (4)
Island (5)
Maze of Shadows
Mountain (4)
Plains (4)
Swamp (5)

two colors and splash a third to help prevent being mana hosed. I always try to stay away from four colors and never use five.

Sometimes after deciding on a three-color deck players can't help but include all the good cards from those three colors. The temptation to play all tournament-worthy cards often results in a deck with mana problems. For example, if you want to play Rolling Thunder, Counterspell, and Skyshroud

Vampire, you may have mana problems because these spells all require two different colored mana. When constructing a sealed deck, you may have to sacrifice quality cards to reduce mana problems.

To simplify, the key to constructing a good sealed deck is balance—balanced creatures and spells with the correct mana ratio to support the colors you choose.

When they say "days well right out of the box," we believe they are referring to John Yoo

STRONGHOLD Q&A



Listed below are excerpts from the official Q&A created for the Stronghold prerelease tournaments. For a complete version, see the Q&A page on Wizards' website at www.wizards.com/Magic/ST_QandA.html.

Bullwhip

Q: What happens if the affected creature doesn't attack?

A: If the creature can't attack, nothing happens. If it can, it must.

Burgeoning

Q: If I control Burgeoning and my opponent plays Harrow, do I get to put lands into play?

A: No, only playing a land will trigger Burgeoning. Although they seem the same, "playing a land" and "putting a land into play" are two different things. The same is true for Horn of Greed.

Cannibalize

Q: If I cast Cannibalize and my opponent responds by destroying one of the creatures, is the other one removed from the game or does it get the two +1/+1 counters?

A: You must state which creature is getting each effect when you play Cannibalize. Removing one of the targets won't change what happens to the other.

Contemplation

Q: Do I gain 1 life from casting Contemplation itself (assuming no other copies of it are in play)?

A: No. You only gain life from your successfully cast spells once Contemplation is in play. You will gain 1 life if you Disenchant Contemplation, though.

Crossbow Ambush

Q: Does Crossbow Ambush let me block a creature with flying and swampwalk if I control swamps?

A: No. Crossbow Ambush only changes the rules about blocking creatures with flying. It doesn't enable you to ignore other blocking restrictions from abilities like landwalk and shadow.

Dream Halls

Q: Do I still pay the costs in a spell's text box when casting it with Dream Halls? For example, if I cast Meditate using Dream Halls's ability, do I still have to skip my next turn?

A: Yes, all costs in the spell's text box must still be paid as usual. Dream Halls affects only the casting cost—what's printed in the upper-right corner.

Q: How does this apply to the casting of artifacts?

A: It doesn't. Colorless spells such as artifacts can't be cast using Dream Halls.

Elven Rite

Q: Can I really put two +1/+1 counters on as many creatures as I want?

A: No. You get a total of two +1/+1 counters to put on either one or two creatures.

"en-Kor" Creatures

Q: Can en-Kor creatures redirect damage back to themselves?

A: Yes, and this can be important. For example, if Justice is in play and your opponent Kindles your en-Kor, you can keep redirecting the Kindle's damage to have Justice do a huge amount of damage back to your opponent. Also, if you use an en-Kor to block a creature with trample, you can redirect the damage dealt to the en-Kor back to itself until no damage from the attacking creature is left to "trample through" to you.

Ensnaring Bridge

Q: What happens if the number of cards in my hand drops after attackers are declared?

A: Nothing. After attackers are declared, the number of cards in your hand no longer matters.

Fling

Q: Doesn't this spell always do zero damage, because the sacrificed creature will be in the graveyard when it resolves? (Creatures in the graveyard don't have a power value.)

A: This card is slightly misworded; it deals damage equal to the power the creature had when you sacrificed it.

Foul Imp

Q: Can I play Foul Imp if I don't have enough life?

A: Yes. The same is true for Serpent Warrior.

Grave Pact

Q: If I attack, my opponent blocks, and both creatures are dealt lethal combat damage, can he or she choose the creature that's already dying as the sacrifice for Grave Pact?

A: No. The creatures go to the graveyard at the same time. Then Grave Pact's ability triggers and forces your opponent to sacrifice a creature.

Q: If two of my creatures are destroyed at the same time, does Grave Pact force my opponent to sacrifice two creatures or just one?

A: Two.

Hidden Retreat

Q: Does "instant or sorcery" include abilities played as instants or sorceries?

A: Yes. Because Hidden Retreat doesn't specify that it applies only to instant and sorcery spells, it also applies to abilities of the proper type.

Heartstone

Q: If a creature ability's activation cost is, say, 1 ♣, does Heartstone affect it?

A: Yes; it reduces the activation cost to ♣. Heartstone's second sentence needs errata. It should read "This cannot reduce an ability's *total* mana cost to less than 1."

Hermit Druid

Q: Are the revealed cards put into my graveyard in the same order they came from my library?

A: No. You can put them in your graveyard in any order you wish.

Lowland Basilisk

Q: What happens if Lowland Basilisk damages a creature outside of combat (with Fire Whip, for example)?

A: The "destroy the damaged creature at end of combat" effect stays with the creature, waiting for an end of combat to occur. (Phasing the creature out will remove this effect.) If an end of combat ever occurs, the creature is destroyed.

Mana Leak

Q: Can Medallions reduce the cost to play a spell imposed by Mana Leak?

A: No. Medallions reduce the cost for playing a spell, but can't help pay for an effect like Mana Leak's.

Mask of the Mimic

Q: Can I use Mask of the Mimic's ability to get a copy of the creature I sacrificed?

A: No. If the target you wish to mimic isn't in play when the Mask's effect resolves (for example, if you sacrificed it), it will fizzle.

Portcullis

Q: What happens if Portcullis is in play when two or three creatures come into play at the same time?

A: Portcullis's ability triggers once for each creature that comes into play, but the player controlling Portcullis chooses the order in which the triggered abilities are played. The result is that Portcullis's controller gets to choose which two creatures stay in play and which get set aside.

Q: What happens when more than one Portcullis is in play when a creature comes into play?

A: Each Portcullis triggers simultaneously. If there are less than two creatures in play, the Portcullises have no effect. If there are two or more other creatures in play, the active player plays the abilities of his or her Portcullises (in any order he or she wishes). The other player then does the same. The first Portcullis ability played sets the creature aside; all others will then fizzle because the creatures have already been set aside.

Q: What happens to the creatures Portcullis set aside if it's tapped when it leaves play?

A: The set-aside creatures are still put back into play. The return-to-play condition is part of the effect that removed the creature in the first place, not a separate ability.



Provoke

Q: Does Provoke's effect work on untapped creatures?

A: Yes. The same is true for Reins of Power.

Pursuit of Knowledge

Q: If an effect tells me to draw three cards, can I skip each one of them and put three counters on Pursuit of Knowledge?

A: Yes. Each time you draw a card, you can instead put a counter on Pursuit of Knowledge. For example, if you have Sylvan Library and Pursuit of Knowledge in play, you can put three counters on Pursuit of Knowledge during each of your draw phases.

Q: If I have two Pursuits of Knowledge in play, can I put a counter on both of them when I skip drawing a card?

A: No. Skipping a draw is the cost to get one counter. Getting an additional counter requires skipping another draw.



Rebound

Q: Can I use Rebound to redirect spells and enchantments that affect only me, such as Final Fortune and Doomsday?

A: No. Rebound can only target spells that *target* a single player. If you don't see "target player" or "target opponent," you can't Rebound the spell.

Q: What happens if I Rebound a "target opponent" spell to myself?

A: The spell will fizzle because its target is illegal.

Sacred Ground

Q: Does "effect" include the effects of both spells and abilities?

A: Yes.

Scapegoat

Q: Can you return to your hand the creature you sacrificed to pay for Scapegoat's ability?

A: No. If any of the targets

aren't in play when the effect resolves (for example, if you sacrificed one) the effect will fizzle with respect to that target. (It'll still return the other targets to your hand.)

Spitting Hydra

Q: If Spitting Hydra has a -1/-1 counter on it, or has 1 damage, can I still remove all four +1/+1 counters from it to do 4 damage to my opponent?

A: No, because the Hydra will be destroyed when you remove the third counter.

Temper

Q: If a creature takes 2 damage, can I play Temper with X equal to 5 to put five +1/+1 counters on it?

A: You can play Temper with X equal to as much as you want, but you can't get more counters than the amount of damage actually prevented.

Tortured Existence

Q: Can I return to my hand the same creature card that I discard?

A: No. You must choose the target creature in the graveyard before you pay the activation cost, and the creature you want to discard won't yet be a valid target.

Volrath's Gardens

Q: Can I tap an already-tapped creature to pay the activation cost of Volrath's Gardens?

A: No. In order to pay the cost you must actually tap a creature.

Wall of Tears

Q: Do you return creatures destroyed during combat to their owner's hand?

A: No. Only creatures that survive combat are returned to their owner's hand. Remember that once a creature is destroyed, it's not a creature anymore—it's just a creature card in the graveyard.

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TOURNAMENT REPORT

The News We Can Use

DCI members who check their official ratings online know they can also review the status of tournament reports the DCI uses to track match results. Sometimes a member

using this service discovers that a tournament in which he or she participated isn't listed among those the DCI has used to calculate his or her rating. This discovery sometimes prompts an angry or confused email or phone call to the DCI demanding to know why the tournament in question isn't included in the ratings calculations. Sometimes the member assumes the DCI lost the tournament report, or simply failed to include it in the current ratings calculation.

The DCI does not arbitrarily choose the tournament results it includes in its official ratings calculations. The following three circumstances may result in the exclusion of particular match results.

CRITERIA FOR EXCLUSION

1. The tournament report was not received before the cutoff date of the currently published ratings.

The DCI requires tournament coordinators to submit their Event Summary Reports (ESRs) within two weeks after the sanctioned tournament. Two weeks is more than ample time to prepare and send a completed ESR. The DCI also establishes report deadlines before calculating ratings that will be used to invite members to title events such as the Pro Tour. Unfortunately, the DCI does not receive all ESRs within the allotted time. ESRs received after an established deadline are included in the next regularly scheduled ratings calculations.

2. The tournament report was never received.

A very small percentage of ESRs never arrive at the Wizards of the Coast offices, and therefore cannot be included in ratings calculations.

3. The tournament report is invalid.

Reports that do not conform to DCI policy are returned to the tournament coordinator for correction without delay. To insure that all tournament coordina-

tors are aware of current sanctioning policies, the DCI sends each coordinator a tournament handbook and regular policy updates. The most common reasons for tournament invalidation are:

• The report was not received within 30 days after the event.

This circumstance automatically invalidates the tournament; the results are not included in any official ratings calculation.

• The tournament had less than eight participants.

In the spring of 1997, the DCI ceased sanctioning tournaments attended by fewer than eight players. ESRs that reflect events with fewer than eight players are not included in the official ratings calculations.

• The presiding judge played in the event.

The DCI Standard Floor Rules and sanctioning policy expressly forbid a judge to participate in any sanctioned tournament he or she adjudicates. ESRs that reflect this circumstance are automatically invalidated.

• The tournament coordinator played in event.

The DCI's sanctioning policy prohibits the tournament coordinator from participating in any sanctioned event he or she coordinates. The coordinator is most often the individual responsible for securing the tournament location, advertising the event, and administering the tournament's pairing and scoring system. These responsibilities are incompatible with participation in the tournament—to do so constitutes a clear conflict of interest and invalidates the event.

WHAT CAN YOU DO?

You can help us prevent invalid or missing tournaments by working with both the DCI and your local tournament coordinator. If your coordinator needs a tournament handbook, please encourage him or her to contact the DCI directly—we will send one right away! Should you require assistance in determining whether or not a particular tournament is included in the DCI's official ratings calculations, please do not hesitate to contact the DCI at (425) 204-8032 or <dc@wizards.com>.



OFFICIAL DCI Banned and Restricted

Valid as of March 1, 1998

CLASSIC (TYPE I) BANNED

Any ante card contained in any newly released card set

Amulet of Quoz
Bronze Tablet
Channel
Chaos Orb
Contract from Below
Darkpact
Demonic Attorney
Divine Intervention
Falling Star
Jeweled Bird
Mind Twist
Rebirth
Shahrazad
Tempest Efreet
Timmerian Fiends

CLASSIC (TYPE I) RESTRICTED

Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Demonic Tutor
Fastbond
Fork
Ivory Tower
Library of Alexandria
Maze of Ith
Mirror Universe
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Recall
Regrowth
Sol Ring
Strip Mine
Time Walk
Timetwister
Underworld Dreams
Wheel of Fortune

CLASSIC-RESTRICTED (TYPE 1.5) BANNED

Any ante card contained in any newly released card set

Amulet of Quoz
Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Bronze Tablet
Candelabra of Tawnos
Channel
Chaos Orb
Contract from Below
Copy Artifact
Darkpact
Demonic Attorney
Demonic Tutor
Divine Intervention
Falling Star
Fastbond

Feldon's Cane
Fork
Ivory Tower
Jeweled Bird
Library of Alexandria
Maze of Ith
Mind Twist
Mirror Universe
Mishra's Workshop
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Rebirth
Recall
Regrowth
Shahrazad
Sol Ring
Strip Mine
Tempest Efreet
Time Walk
Timetwister
Timmerian Fiends
Underworld Dreams
Wheel of Fortune
Zuran Orb

EXTENDED BANNED

Any cards from the following limited-edition expansions and basic sets are banned unless they are reprinted in a legal set, limited or otherwise:

Arabian Nights
Antiquities
Legends
Limited
Unlimited

The following individual cards are also banned in Extended format:

Balance
Black Vise
Braingeyser
Channel
Demonic Tutor
Fastbond
Hypnotic Specter
Ivory Tower
Kird Ape
Mana Crypt
Maze of Ith
Mind Twist
Regrowth
Serendib Efreet
Sol Ring
Strip Mine
Wheel of Fortune
Zuran Orb

STANDARD (TYPE II) BANNED

Any ante card contained in any newly released card set

Dominian FAQ

by Pete Venters

Weren't all the thrulls destroyed during the War in Sarpadia? In *Tempest* I saw the card Blood Pet and its creature type is Summon Thrull. What's up with that?

There were a lot of losers in Sarpadia, but there had to be one winner. The thrulls were it, and they have been breeding ever since. They are now a terrifying race that would pose a threat to Dominaria if they ever realized there's more land to conquer beyond the waters surrounding Sarpadia.

Where can you buy Thran crystals in Dominia?

Thran crystals (also known as Powerstones) are not for sale. They are so powerful and priceless that they're analogous to atomic devices in our world—ownership is limited to the powerful and the ambitious. Those who discover new archaeological sites containing Thran Crystals can make a fortune by selling them.

What happened to the Serra Angel?

R&D removed her from *Fifth Edition* to balance game play. However, that does not reflect on the story—angels are still alive, well, and kicking evil's butt throughout the multiverse.

[<continuity@wizards.com>](mailto:continuity@wizards.com)

Send your questions about Dominia to the above address. A few simple guidelines:

- We cannot supply any information about upcoming Magic expansions.
- We will not send you the entire history of Dominaria, or even large chunks of it.
- "Dominian FAQ" does not answer rules questions.

Are the prodigal sorcerers of Tamingazin descended from survivors of the School of the Unseen?

Excellent catch! Yes they are, and the members of the School of the Unseen were in turn descended from the survivors of the College of Lat-Nam.

are the only established cultures in existence outside of Volrath's domain. Most other inhabitants are either too primitive or too few to be anything other than a loose collection of individuals.

The Knights of Dawn and the Knights of Dusk fall into this latter category.

The Littlest Leviathan



Why is the Segovian Leviathan so small?

Segovia is actually a miniature plane. Everything within it is only a 100th the size of its Dominarian counterpart. That's why only the Segovian leviathan has ever been summoned—your average army of Segovian humans could be crushed under a single goblin's foot and the biggest Segovian dragon isn't any bigger than a Dominarian dragonfly. Segovians are unlikely to be summoned to any battles by planeswalkers, which is just fine by them.

Are Hivis of the Scale and Zirilan of the Claw Viashino?

Yup. Some people think that Zirilan is the dragon in the picture. He's not.

Where in the Rath Cycle storyline do the Knights of Dawn come into play? Are they *en-Vec* or *il-Vec*, or do they have a different link to the story?

The Vec, Kor, Dal, and elves

Who is the Lord of the Wastes?

Read the *Tempest* rulebook. That's as much as we're saying for now.

Who built the *Weatherlight*? How old is it? Are any of the storylines connected? For example, does the *Weatherlight* saga have anything to do with the Brothers' War? Does *Urza's Saga* continue

telling the story of the Weatherfolks, or does it revisit *Antiquities*? Is that Gerrard, captain of the *Weatherlight*, on the card *Eye for an Eye*? It sure looks like him.

Wait and see. You all read the last page of a book before buying it don't you?

Can you send me all the stories from Alpha onwards?

In a word, no. Apart from the sheer scale of the task, this wealth of information will slowly filter its way to the public through novels and maybe RPG supplements.

Magic has all kinds of multi-colored Dragon legends, but none in red, white, and blue.

Why? I would like to see a red, white, and blue Dragon legend. Maybe it could be called "Patriotic Dragon" or "American Dragon."

Please consider my request.

Hoo Boy! Hmm. Well. I have nothing to do with card design so I can't answer your question about the summoning colors. However, for the name I have to say this...I could possibly imagine such a card as a promotional item (if it weren't for the fact that they invariably become chase cards, and that gets ugly) but for a Magic set based in Dominia, "American" would make no sense and "Patriotic" would be a tenuous link to the card power. Maybe the *Unglued* supplement could do something like this. Drop Mark Rosewater a couple hundred letters until he gives in. Heh heh heh.

Pete Venters is by no means a petty man; in fact, he is downright generous when it comes to spreading misery around.

**Without honor, one can live many years.
Without water, one can live three days.**

Hot, arid winds blow from a land far beyond
the Emerald Empire of Rokugan.

To some, it seems a land filled with adventure.

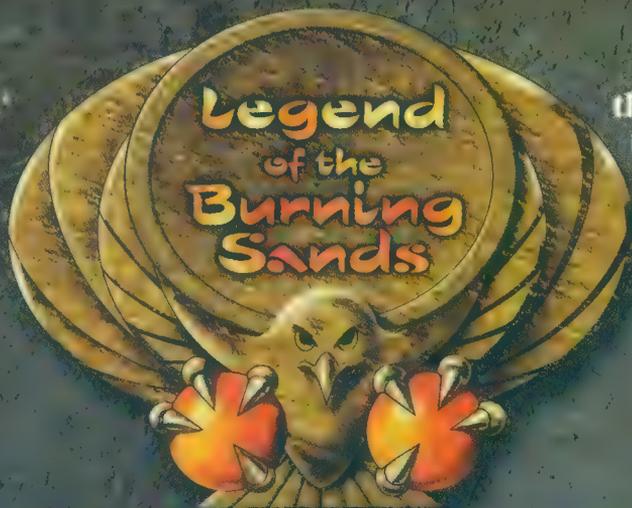
To others, a desolate vision of unending pain.

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Single-Card Strategies

by JEFF FRANZMANN

Contempt

"But your grace..."

The Magistrate looked down at his quivering servant, dark brows furrowing in an expression of pure disgust. "The worm has some objection to my plan?" he sneered. Without another word, the servant turned on his heels and bolted for the door.



This creature enchantment seems expensive at a cost of 1 blue. However, the range of options it offers makes it a worthy investment. While using Contempt on your own creatures appears counterproductive, in many circumstances it can prove invaluable. After a successful attack with a Serra Angel enchanted with Contempt, cast Wrath of God and wipe the field of battle clean. The Serra Angel, safe in hand, can be recast, while Contempt can be placed on your opponent's next creature to slow down his or her ability to retaliate.

Contempt also works well in conjunction with creatures whose abilities diminish over the course of time, such as Aboroth. When such a beast is nearing its end place Contempt on it before its last assault, thus sending it back to your hand, ready to be recast at full strength. Alternately, use it on a minor creature before playing Maro. When Contempt and the creature return to your hand, the two cards increase Maro's effectiveness.

Contempt can also be used on creatures your opponent has taken control of with Legacy's Allure, Rootwater Shaman, and similar control cards. After a single attack those creatures return to your hand. Or if you're playing a control deck, place Contempt on an opposing creature to slow down your opponent. If you have Winter Orb or Static Orb in play, your opponent's ability to recast the bounced creature is greatly restricted.

For its cost, Contempt is an effective way to limit your opponent while solidifying your own position. Toss in spells, effects, or even walls that prevent creatures from dealing damage, and your opponent's attacking capabilities are severely diminished. With its varied uses in myriad situations, Contempt is a utility card well worth a look.

SINGLE-CARD STRATEGIES IS A TRADEMARK OF JEFF FRANZMANN.

Try It! Theme Weavers

"Theme Weavers" highlights decks that are light on strategy but heavy on theme. To submit a deck, send a card list and a short explanation to "Theme Weavers" c/o The Duelist, P.O. Box 707, Renton, WA 98057-0707, or to <duelist@wizards.com>. Include your name, address, and phone number for verification. Explanations may be edited for length or clarity.

BIG BROTHER IS PLAYING MAGIC

This deck is based on George Orwell's classic anti-utopian novel, *1984*. Puppet Strings, Icy Manipulator, Helm of Obedience, Coercion, Propaganda, Force of Will, Control Magic, Ray of Command, and Lobotomy are the tools Big Brother uses to control the population. The two Lost Souls are the main characters—Winston Smith and Julia—while Booby Trap and Betrayal represent crucial plot elements. Other cards deal with the few, clouded memories Winston and Julia have of a past before Big Brother (Amnesia and Painful Memories) and the emotions and concepts that have become part of their lives in a dreary present (Abandon Hope and Unfulfilled Desires).

—Brent Franklin, Bensalem, Pennsylvania

ARTIFACTS (8)

- 1 Booby Trap
- 1 Helm of Obedience
- 1 Icy Manipulator
- 3 Puppet Strings
- 2 Watchdog

BLACK (8)

- 1 Abandon Hope
- 3 Coercion
- 2 Lost Soul
- 2 Painful Memories

BLUE (16)

- 1 Amnesia
- 1 Betrayal
- 2 Control Magic
- 2 Force of Will
- 2 Memory Lapse
- 4 Propaganda
- 2 Ray of Command
- 2 Remove Soul

GOLD (6)

- 2 Lobotomy
- 3 Sealed Fate
- 1 Unfulfilled Desires

LANDS (22)

- 14 Island
- 8 Swamp



H.P. WOULD LOVECRAFT THIS DECK

To paraphrase H.P. Lovecraft, "This deck is so bad, so horribly bad, I cannot tell you how bad it is..." Herein you'll find "that insane piping" (Bone Flute), the Library (of Leng) where you can find the Necronomicon (Book of Rass), the Mad Arab (El-Hajjâj), R'Lyeh (Sunken City), and Tsathoggua (Lord of the Pit). In addition, "Him whose name must not be spoken" (Thing from the Deep) lies in wait, along with an Elder Spawn straight from the mountains of madness, Cthulu (Leviathan), and his spawn (Deep Spawn). Finally, I included Dark Ritual as the only way to summon these monsters, Whippoorwill for color, and Terror, because it's so scary I can't tell you.... —Leon Opseth, Northridge, California



BLACK (17)

- 4 Animate Dead
- 1 Cosmic Horror
- 4 Dark Ritual
- 1 Demonic Tutor
- 1 El-Hajjâj
- 1 Lord of the Pit
- 4 Terror
- 1 Uncle Istvan

BLUE (12)

- 1 Deep Spawn
- 1 Elder Spawn
- 1 Leviathan
- 1 Polar Kraken
- 1 Sunken City
- 2 Thallid
- 1 Thing from the Deep
- 4 Unsummon

GREEN (1)

- 1 Whippoorwill

ARTIFACTS (4)

- 1 Bone Flute
- 1 Book of Rass
- 1 Library of Leng
- 1 Triassic Egg

LANDS (22)

- 4 Bayou
- 9 Island
- 5 Swamp
- 4 Underground Sea

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Life is a *Carnaval*

Duelist Invitational Brings a Celebration of Magic Skill to Rio



Magic: The only way to get 1,000 Brazillians to go inside on a sunny day.

They came from eight different countries, spoke a dozen different languages, sported six championship titles (plus one head of blue hair), and treated a vacation paradise of sand, surf, and skin to some of the best dueling the world has ever seen. *Magic's* Fab Fifteen (it would have been another "Sweet Sixteen," but Jason Zila was unable to attend at the last moment, earning him an unparalleled and undeserved amount of *in absentia* abuse) endured the at least 90 degree heat and Rio's sweltering humidity to battle for the right to design their own *Magic* card; even those who didn't win were well compensated by the outstanding night life, the irresistible Samba beat, and a warm camaraderie that is almost unheard of at this level of competition.

The second annual *Duelist Invitational* ran alongside Grand Prix-Rio and earned more than its share of attention for the game and its players. Local media and local players alike swarmed to the only air-conditioned room in the impressive *Museu Histórico Nacional* to watch the likes of World Champion Jakob Slemr and Pro Tour Player of the Year Paul McCabe compete against their

peers in a true test of *Magic* skill. Spread out over four days and ranging across a wide spectrum of Constructed and Limited formats (see "House Rules" on page 26 for a complete run down), the 1998 *Duelist Invitational* showcased not only world-renowned players like Mark Justice and Olle Råde, but also their less familiar but equally gifted fellows, like Darwin Kastle, Chris Pikula, and Toshiki Tsukamoto. All of the players clearly demonstrated the qualifications that got them invited, proving (especially in the later rounds) that any one of them was capable of defeating anyone else at any time. Even though the *Invitational* was primarily an exhibition of skill for the gaming community and a chance for the players to meet, network, and share points of view, once *Magic's* all-star game hit the tables, there was no opportunity to relax. Extraordinarily capable spoilers were everywhere, and the best of the best had to stay focused or get left behind by those who were.

Wizards of the Coast luminaries like Richard Garfield and Peter Adkison joined *Magic* artists Randy Gallegos and Dan Frazier to help establish *Magic's* foothold in the Southern Hemisphere.

Players, staff, and the public all made the most of the rare opportunity Rio presented between collecting star autographs, playing *Magic* for fun against the man who created it, and taking in the beautiful backdrop of beach below the comforting figure atop Sugarloaf Mountain.

—Scott McGough



(For more on the *Duelist Invitational*, please turn to page 62 or see issue #12 of *The Sideboard*.)

Kastle's in the Sky

Darwin Kastle Triumphs at Rio Invitational

Darwin Kastle, 25, of Allston, MA, came to Rio with a lot to prove. Disappointed by his performance on the Pro Tour, dissatisfied with the attention his beloved sponsor Your Move Games was getting, and stung by his girlfriend's opinion of his ability to play *Magic*, Kastle took the *Duelist Invitational* very seriously indeed.

Kastle's quietly expressed agenda clearly stems from the responsibility he feels as a top-level player, as an ambassador for the game, and as a citizen of the gaming community. "I don't want to say I've embarrassed myself [on the Pro Tour]," he commented, "but I haven't been happy with my performance. I haven't been impressive and I'm used to impressing people." Though he had frequently finished in the Top 32 and in the money, he had never been a champion, something he knew was within his power. Out of all the invitees, Kastle did the most pre-tournament preparation. He worked closely with Rob Dougherty, his boss and team sponsor at Your Move Games (you actually have to come into the store to join this team), who gave Kastle the Extended deck he used in Rio and then drilled him on how to play it. The Bloom deck he played in the *Van-guard* rounds was so out of character that Kastle's girlfriend, Pro Tour-player Michelle Bush, expressed [continued]

[continued]

concern that he'd be able to pull it off. "My Magic male ego was at stake," Kastle recalled. "After she said that, I had to play the deck, and play it well."

Kastle's preparation and dedication to the folks at home shined through in the hot Rio sun. A frontrunner from the opening rounds, Kastle kept his composure and his sense of humor even when in the midst of a two-round losing streak during the crucial Standard portion of the event. At one point, he grabbed his own throat with both hands and wheezed, "I'm choking" with a smile. Despite this brief lapse, Kastle was collected, focused, and graceful throughout the event, even in the face of the illness that nearly laid him low on the morning of the Finals. Only Kastle can speak for himself, but his performance both on and off the tables at Rio, among the best of the best, certainly impressed the rest of the us.

"Every Game Is a Game"

Jakub Slemr Takes Second Place in Stride

The current Magic World Champion had a relaxed attitude when faced with the prospect of playing 14 of the best players in the world (and Jason Zila), especially when you consider the fact that even if they didn't admit it, most of them were looking for a chance to say, "I beat the World Champion." Slemr was unshakable, however, as he piled up win after win, amassed the second-best record in the field, and enjoyed more of Rio during his down time than just about anyone else in the city.

The 20-year-old resident of the Czech Republic uttered the headline above when confronted with the fact that he dropped four games in a row to Darwin Kastle over the course of the 15th round and the Finals, but managed to come back and win two straight before finally succumbing to the champion. Every other player interviewed agreed that they

would have been demoralized going into Game 3 of the Finals, but Slemr had to be reminded that it was a difficult situation. Never more than a single match win behind the frontrunner throughout the event, Slemr's attitude was an undeniable asset; coupled with his sure and steady play, it seems obvious in retrospect that he never had much to worry about. He rarely followed conventional wisdom in the Constructed events, avoiding



Go for the gold: *Grand Prix champions were recognized for their feats of Magic.*

Necropotence in Extended and opting for Five Color Green in Standard when you couldn't swing a dead cat without hitting a Tradewind Rider-Capsize deck. Even in the Duplicate Rounds Limited and the Finals, he ran a green/red deck against the near-universal trend of blue/red. Speaking of the Duplicate format, he commented, "I like aggressive decks, so I chose red and green." Although he convincingly defeated a blue/red deck in the Duplicate rounds, after losing Game 1 of the Finals he sideboarded to black/red before finally capitulating to black/blue. Considering that he lost the final game after winning two straight, it's difficult to say whether he would have been better off following his instincts.

Slemr said that he treated the competition as an exhibition, an all-star game for the benefit of Magic fans throughout the world. His easygoing approach to the event only makes his latest success that much more remarkable.

Samba Pa Ti Grand Prix—Rio Was Hot, Hot, Hot!

February is the peak of summer in Brazil, and the heat was prevalent in the buildings as well as in the numerous red-burn decks that competitors brought to play. In fact, no color was more common among the 638 competitors' decks than red. In addition to the large number of Brazilian players, competitors came from other South American countries, as well as from North America, Europe, and Asia, to compete for \$10,000 in prize money plus travel and lodging expenses to Pro Tour—Los Angeles.

The top player from Brazil was Carlos Jeucken de Almeida from Rio de Janeiro who finished fourth, taking home \$600. The Finals were dominated by Americans, whose decks relied on cards that were perhaps less appreciated in this region. Steven O'Mahoney-Schwartz (in his second consecutive Grand Prix weekend) and Jon Finkel met in the Finals with two very similar decks; each used a combination of Land Tax and Tithe to pull all lands out of their decks to pump up their creatures enchanted with Empyrial Armor. They also used the white-weenie beatdown approach, forcing opponents to deal with them quickly or watch from the sidelines. Finkel eventually emerged as the victor, defeating O'Mahoney-Schwartz two games to one and taking home \$1,700.

At the awards ceremony, it was clear by the applause how much the players from Brazil appreciated both the local players who made the Final 8 as well as their guests from around the world. Each of the Top 8 players was rewarded by Devir (Wizards of the Coast's Brazilian partner) with a paid trip to Pro Tour—Los Angeles in March in addition to their cash prizes. Many participants and onlookers were emotionally moved by the success of the event and excited about the new level of enthusiasm for Magic in Brazil. —Garon Galloway

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Over the course of this year, I'll be exploring the colors of Magic—their strengths, weaknesses, allied colors, and opposing colors. This issue will look at my favorite color, blue. From there I'll work my way around the Magic color wheel, ending with a feature on artifacts. Since this is a beginner's column I'll focus on Standard cards, which are those cards from the most recent expansions.

The Power of the Blue Side

In the Magic world, blue is the color of air and water, illusion and trickery. You'll find blue flanked by white and black on the color wheel that appears on the back of all Magic cards; these are blue's allied colors which complement different aspects of blue and share strategic characteristics. Red and green, on the other hand, oppose blue, and blue does nasty things to them.

In terms of strategy blue is a slow starter. It's mostly designed to do well in the mid- to late-game. Blue is weak in destruction—it has very

few cards that deal damage or destroy outright. It's also weak in producing fast mana and has very few cheap, efficient creatures. Such speedy characteristics are reserved for other colors.

THREATS FROM ABOVE AND BELOW

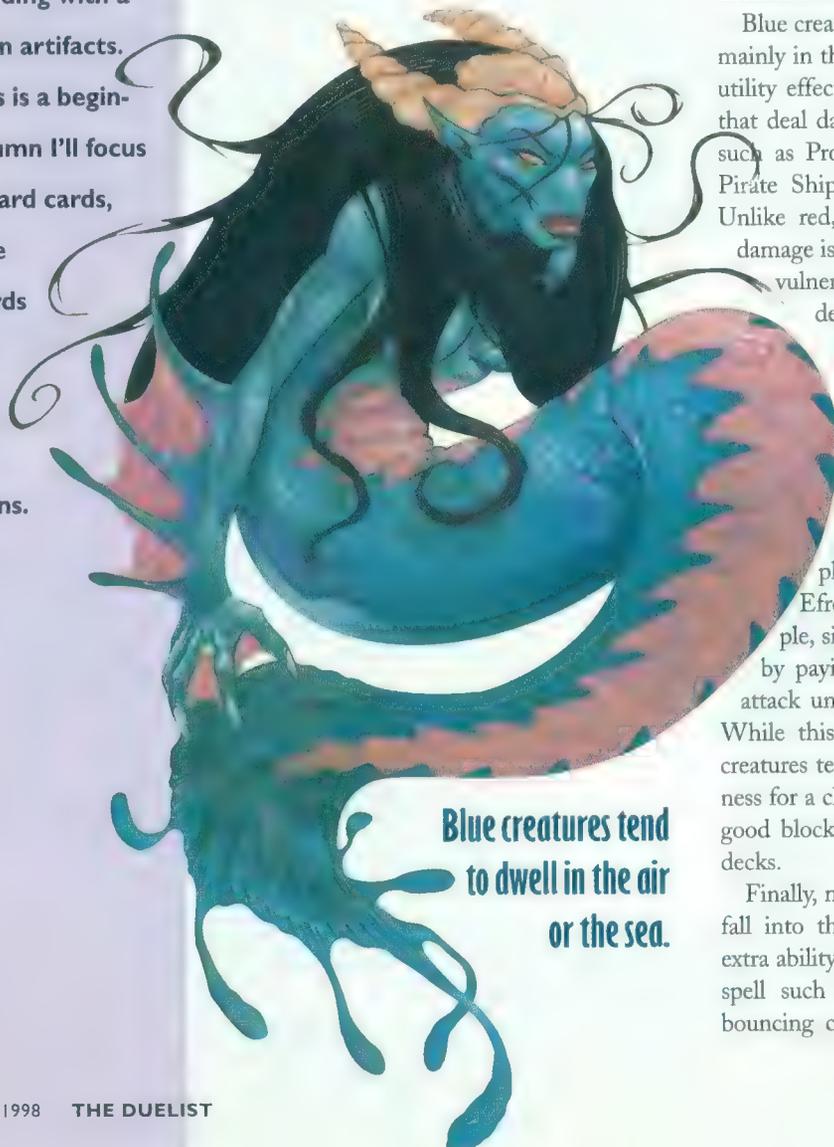
Blue creatures tend to dwell in the air or the sea. Accordingly, you'll find merfolk, turtles, crabs, and homarids in the sea, and elementals, efreet, and djinns in the air. Blue's creature strength is in its flyers. Blue has more flyers than any other color and has especially good large flyers like Air Elemental and Waterspout Djinn.

Blue creatures also have many special abilities, mainly in the ping, phasing, islandhome, and utility effect departments. Pingers are creatures that deal damage to a target without attacking, such as Prodigal Sorcerer, Suq'Ata Firewalker, Pirate Ship, Mawcor, and Rootwater Hunter. Unlike red, the king of direct damage, blue's damage is slow and controlled. The pingers are vulnerable (like all creatures) and cannot deal huge amounts of damage at once.

But you can use pingers to finish off a creature that has already taken damage or to slowly chip away at your opponent's life.

Blue has more phasers than any other color. These creatures offer strong defense because you can often phase them out to save them. Rainbow Efreet is very difficult to kill, for example, since you can phase it out at any time by paying ♦♦. Islandhome creatures can't attack unless your opponent controls islands. While this isn't really a strength, islandhome creatures tend to have a high power and toughness for a cheap casting cost, which makes them good blockers and powerful against other blue decks.

Finally, many blue creatures have abilities that fall into the utility category—they have some extra ability that duplicates the effects of a useful spell such as drawing, retrieving, stealing, or bouncing cards. While I'll talk about some of



Blue creatures tend to dwell in the air or the sea.

Legend of the Five Rings

Fu Leng Is Dead!

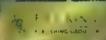
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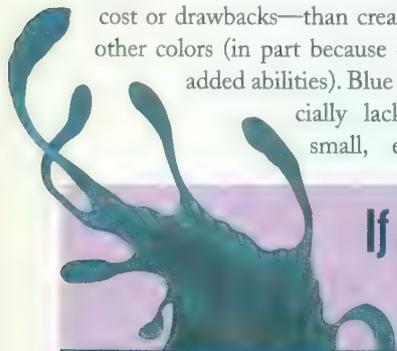
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these later, some good examples include Man-o'-War, Ophidian, Tradewind Rider, Sage Owl, Rootwater Diver, and Rootwater Shaman.

Overall, blue's creatures are generally weak when compared to other colors. While you'll still find blue creatures with high power and toughness, blue's creatures tend to cost more—either in casting cost or drawbacks—than creatures in other colors (in part because of their added abilities). Blue is especially lacking in small, efficient



If one word can describe blue's strategy, that word is "control."

creatures. There are few 1/1, 2/1, and 1/2 creatures in blue and you'll discover that the small creatures blue does have aren't much of a bargain in terms of casting cost.

EXERTING YOUR CONTROL

If one word can describe blue's strategy, that word is "control." When you play blue, you tend to *react* rather than play offensively, playing more on your opponent's turn using instants and interrupts than during your own. You usually take damage in the early game, but stay alive long enough to exert total control over the mid- to late-game. Thus, your opponents end up feeling utterly helpless because you always seem to have some way to deal with any threat.

One way you can gain control with blue is through countermagic. Although countermagic spells are hard to play well, they are the most versatile spells in **Magic**. Cards like Counterspell, Memory Lapse, Power Sink, Spell Blast, Mana Leak, Disrupt, and Dismiss all keep an opponent's spells from affecting you or the game. By interrupting an opponent's spell, you not only get rid of a potential threat, but also make your opponent waste part of a turn because his or her mana is now tapped and useless until the next turn.

But blue doesn't stop there. If an unwanted creature makes it into play, you can always take control of it with Ray of Command, Rootwater Matriarch, Legacy's Allure, or Binding Grasp. In addition,

Steal Artifact, Steal Enchantment, and Political Trickery enable you to take control of other cards. Plus, you can easily "bounce" cards from play, putting them back into their owner's hand or on top of their owner's library. Notable bounce cards include Boomerang, Man-o'-War, Unsummon, Tradewind Rider, Time Elemental, and Capsize (which is particularly useful since you can buy it back and use it again and again). Many of these cards are instants or have instant effects, so you can cast them at peak moments to wreak havoc on your opponent's strategy, usually

at the end of your opponent's turn or during a critical attack.

Those cards you can't counter or bounce with blue you can tax, making them nearly useless unless some price is paid. Propaganda, for example, makes your opponent pay **2** for each creature that attacks you, while Chill makes all red spells cost an additional **2** to cast, and Energy Flux makes a player pay **2** every upkeep for each artifact he or she has in play. Volrath's Curse prevents a creature from attacking, blocking, or using an activated ability unless its controller sacrifices a permanent. Many of these cards are ideal for a blue sideboard.

Blue is also the strongest color for card drawing, which helps you get the cards you need without waiting to draw them one at a time (can you say counterspell?). For example, Inspiration lets you draw two cards; and Meditate enables you to draw four cards if you skip your next turn. Intuition is a powerful card that lets you search your library and hand-pick three cards, one of which your opponent chooses for you to keep while the rest go to the graveyard. Ophidian is a popular tournament creature you can activate in order to draw a card instead of damaging your opponent (almost always the best choice). Finally, Whispers of the Muse lets you draw a card and then put Whispers back in your hand for an extra **5**. Again, many of these cards are instants, so cast them at the end of your opponent's

turn and start your next turn with an additional card.

Library manipulation, which is a limited form of stacking your deck, is another way blue allows you to control game conditions. Impulse allows you to draw four cards, choose one, and put the other three on the bottom of your library. Dream Cache lets you draw three cards then put two from your hand on either the top or bottom of your library. Likewise, Ancestral Knowledge enables you to look at the top ten cards of your library, remove as many as you want from the game, and put the rest back in any order (a great way to get rid of unwanted lands in the mid- or late-game). Or to increase your chances of drawing something juicy, use Mana Severance to search your library and remove

any number of land cards from play. With Mystical Tutor, you can search your library for a sorcery, instant, interrupt, or mana source and put it on top of your library where you can grab it with Whispers of the Muse or Ophidian.

THE ANTI-BLUE BLUES

More players get irked playing against blue than against any other color, and it's easy to see why. Between hard-to-block flyers, hard-to-kill phasers, counterspells, bouncing, thievery, and library manipulation, blue exerts so much control over the game that some players think the whole color should be banned.

But blue has its weaknesses—weaknesses that make up other colors' strengths. Blue is slow, so if your opponent deals enough damage early in the game, you might not be able to recover (it's no accident red opposes blue). Blue is also probably the hardest color to play because it requires so much card manipulation and so many decisions (Should I counter this spell or wait for a bigger threat? Can I afford to tap out to cast Tradewind Rider, or will that leave me vulnerable?). Still, many people consider blue the strongest and most versatile color. There's nothing like a good blue deck to make you feel like you've got everything under perfect control. ♦

Melody Alder uses any means at her disposal to maintain total control of every situation.

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Thus, for the land of Corona, the time of dread has not yet ended. And for warrior Elbryan Wynden, the greatest battle has just begun.

by Beth "BethMo" Moursund



Several cards from *Tempest* have made big impacts on the tournament scene; some have even spawned new deck themes. *Capsize* and *Tradewind Rider* have already become tournament staples with their "bounce" effects.

Meaty, Beaty, Blue, and Bouncy

Blue Bounce Decks Bound into Standard

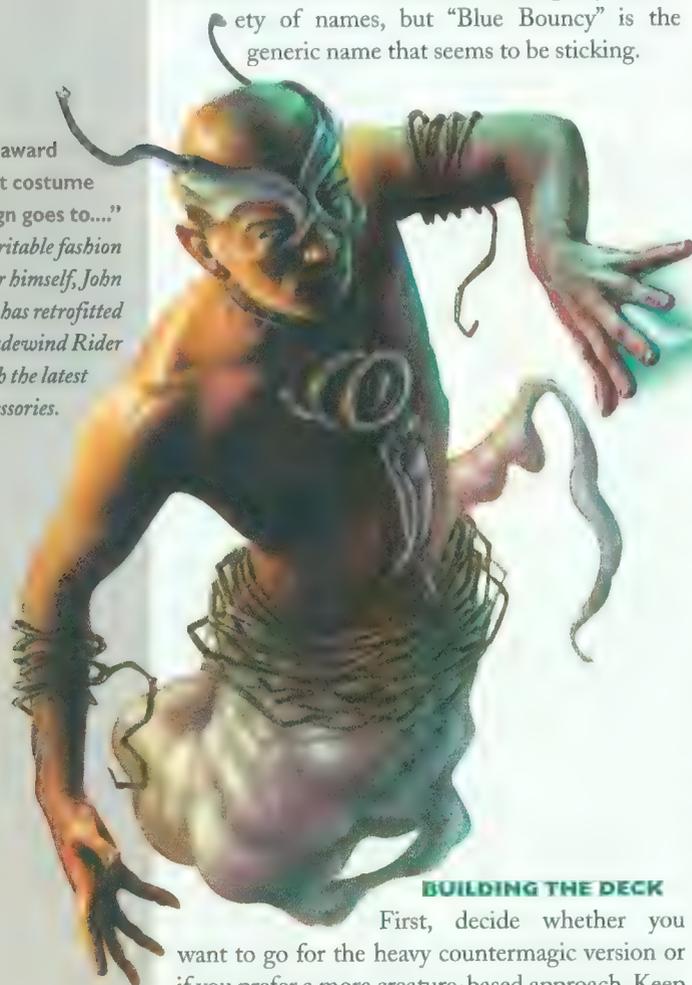
Capsize and Tradewind Rider each provide a reusable Boomerang or "bounce" effect that repeatedly returns cards of your choice to their owner's hand. Three deck styles have developed around this theme. The first is a modified Four- or Five-Color Green deck with Tradewind Rider that I won't be analyzing here (see "Deck Deconstruction" in *Duelist* #21 for the lowdown on rainbow decks). The other two are usually mono-blue (but sometimes blue/white): one uses lots of countermagic along with the bounce cards to lock opponents down, and the other only uses a little countermagic but compensates with numerous creatures. Both go by a variety of names, but "Blue Bouncy" is the generic name that seems to be sticking.

counterspells—three to six is typical. If you're focusing on countermagic, around half your spells should be counters of one sort or another; I've seen decks with as many as 20.

The mix of counterspells for a bounce deck is slightly different than a normal permission deck's. Counterspell itself, of course, is always a top choice. Dismiss and Dissipate are both strong, and if you're playing in the Extended format, Force of Will is excellent. When you play a bounce deck, your opponent is generally short on mana, since you'll frequently be returning lands to his or her hand. This makes Force Spike, Disrupt, Power Sink, and even Spell Blast significantly more powerful than they are in a normal permission deck.

Tradewind Rider is the key creature component; most decks include four, but some (especially those with several Capsizes) use fewer. Using the Rider's ability requires two other creatures, so just as creature-heavy bounce decks need countermagic, counter-heavy bounce decks require a fair number of creatures (at least 8–12). Man-o'-War should be your first choice because it has its own one-time bounce effect on creatures, and Ophidian is another favorite because it makes a good blocker and provides massive card advantage once you clear away your opponent's creatures. Beyond that, opinions vary. Many players include Suq'Ata Firewalker, especially if red decks are popular, and others prefer to add big fliers like Waterspout Djinn or Air Elemental. Legacy's Allure isn't a creature but counts anyway—unless you're facing a creatureless deck, it usually gives you a creature and has the added advantage of slowing your opponent down.

The creature-heavy Blue Bouncy variants fall into two overlapping categories. One is a resurgence of the old Merfolk or "fish" deck. Add together four Lords of Atlantis, a bunch of your favorite merfolk (Rootwater Hunter, Manta Riders, Sea Scryer, and Vodalian Illusionist are the most popular), Rootwater Diver to retrieve them, and Cursed Scroll to create a deck that can deal a lot of damage quickly and then switch to a slower control-type strategy if your opponent survives the



"And the award for best costume design goes to..."
A veritable fashion disaster himself, John Matson has retrofitted Tradewind Rider with the latest accessories.

BUILDING THE DECK

First, decide whether you want to go for the heavy countermagic version or if you prefer a more creature-based approach. Keep in mind that the creature style does require a few

initial onslaught. The other approach is to shift your focus from water to air using Falcons and Drakes. Some decks combine these themes, using Merfolk for infantry along with a few medium-to-large fliers for air cover.

After you've filled your deck with interrupts and creatures, there won't be much room left. In the countermagic version of Blue Bouncy, two to four of the remaining slots go to Capsize. Some devote as many as four slots to Boomerang, but one or two is typical. Through the midgame, Capsize is just an expensive Boomerang, and once you have enough mana a single Capsize is all you need for a lock. Because of this, it makes sense to have the cheaper spell available. Time Ebb is also used occasionally as a sort of supercharged, creature-specific Boomerang.

Sapphire Medallion helps out almost every spell in these decks and also makes the Capsize lock easier to attain. If you subscribe to the theory that blue decks rarely cast more than one spell per turn, you can opt for a little more land in place of the Medallions. The standard for both types of bounce deck is 20 to 24 lands, with creature versions tending toward the lighter side. Most of the lands should be basic islands.

Finally, if you have room, Impulse and Whispers of the Muse always come in handy. Propaganda is an important sideboard card, especially if you're expecting to face a lot of fast creature decks.

PLAYING THE DECK

As with standard permission decks, patience and threat evaluation are the keys to the countermagic bounce deck. Even if you're running 20 counterspells, you can't counter everything your opponent casts; you must judge each card carefully and counter the most important ones. Avoid tapping out during your turn when possible, and never let your opponent know whether you're packing a counter. Your deck takes a while to get going, and you may take a lot of damage before you can take control of the game. Don't panic! Comebacks from very low life totals are common with these decks. And don't rush—time is on your side unless you're playing against another permission deck. If the duel lasts long enough for you to start casting Capsize twice a turn, you've pretty much won. In most duels, however, you'll be able to strip your opponent's defenses and win with creature attacks before reaching that point. Things get much trickier against a permission deck when both players are trying to outwit each other. Many turns may pass

with no spells cast, followed by a flurry of counterspells and counter-counterspells when someone finally tries to play something.

At 4 toughness, Tradewind Rider makes a good wall; use it to hold off attackers while you work at getting two more creatures into play. If you're playing with Legacy's Allure, think carefully before grabbing the first target that presents itself. As long as the Allure is in play, your opponent will be loathe to summon anything large or to cast any creature-enhancing spells. The trade-off, though, is that every turn you wait is one more turn you could have been using the stolen creature against your opponent. Sometimes you'll want to just grab what you can. Remember that if your opponent tries to Disenchant the Allure, you can respond by activating it to steal a creature. Similarly, if your opponent tries to cast something that would raise a creature's power out of your Allure's range, you can respond by stealing it to get the power-raise as a free bonus.

Once you have a Tradewind Rider and two other creatures in play, you're usually best off going for the slow win. Keep returning cards to your opponent's hand so he or she is forced to continually cast and re-cast the same spells just to stay even. Meanwhile, build up lands toward the Capsize lock. Occasionally, however, you're better off attacking with everything when you have the chance. You must judge whether or not you're benefiting from the semi-stalemate.

If you prefer the "attack with everything" approach, play one of the creature-heavy variants. You generally won't be able to out-creature a fast swarm deck, but a flat-out attack can earn a quick victory against other deck types. Since you'll only have a few counterspells, be thrifty, saving them for the direst non-creature threats. Your creatures should do most of the work.

Usually decks designed for a fast attack burn out if the duel goes on for long. The advantage of the creature-heavy bounce decks is that they can shift towards a control-oriented strategy, slowing or locking up an opponent by returning cards to his or her hand while getting in a bit of damage with extra creatures. This shifting ability makes these decks formidable competitors. ♦

As Magic rules coordinator, BethMo insists that all Tradewind Rider-Capsize players under her observation behave while they're bouncin'.



Counterbounce

The deck Counterbounce was designed by Mike "Fox" Blaser and placed second in the 1997 British Northern Grand Prix, a series of eight tournaments culminating in a 32-player final.

MAIN DECK

- 1 Boomerang
- 3 Capsize
- 4 Coral Atoll
- 4 Counterspell
- 4 Dismiss
- 4 Dissipate
- 2 Force Spike
- 4 Legacy's Allure
- 3 Man-o'-War
- 2 Ophidian
- 4 Power Sink
- 2 Quicksand
- 2 Suq'Ata Firewalker
- 3 Tradewind Rider
- 18 Island

SIDEBOARD

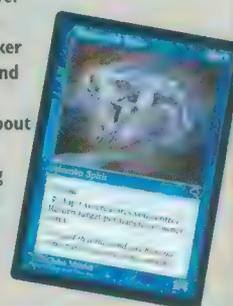
- 2 Chill
- 3 Energy Flux
- 1 Essence Bottle
- 3 Hydroblast
- 2 Magma Mine
- 2 Nevinyrral's Disk
- 2 Propaganda

Fresh Fish

Andrew Johnson contributed this creature-based deck with bounce effects to the Magic Dojo (www.thedojo.com) and has scored an impressive number of Standard victories with it. The biggest drawback to the fish deck remains the same: No one ever respects a merfolk victory.

MAIN DECK

- 2 Air Elemental
- 4 Counterspell
- 4 Cursed Scroll
- 3 Impulse
- 4 Lord of Atlantis
- 4 Man-o'-War
- 3 Manta Riders
- 2 Nevinyrral's Disk
- 3 Rootwater Diver
- 4 Sea Scryer
- 2 Suq'Ata Firewalker
- 4 Tradewind Rider
- 1 Waterspout Djinn
- 2 Winding Canyon
- 18 Island





As I write, Pro Tour—Los Angeles featuring an all-*Tempest* Constructed format is still a vision of the future. I don't know which deck won, which decks were hot, or who walked away with the money and the glory. I do know, however, which card will prove to be the most important at PTLA—Cursed Scroll.

A Season of Curses

The Tempest Constructed Environment

It is clear the *Tempest* Constructed environment is one of the strangest Constructed environments ever. First, it is a single large-expansion environment with one of the most tournament-worthy card pools ever produced from any expansion. Second, it's an environment lacking in proactive control strategies—Static Orb is the only mana-control strategy available. Finally, and most importantly, it is an environment so dominated by one card that any viable strategy will have to consider the effect of that card—Cursed Scroll.

CURSED BE THE DREAM EXPANSION

Nobody can deny that *Tempest* is a tournament player's dream expansion in terms of the quality and quantity of tourney-viable cards. A few examples of *Tempest* cards seen in top-notch Extended or Standard-Constructed decks illustrate the richness and depth of *Tempest: Cursed Scroll*, Scroll Rack, Diabolic Edict, Capsize, Whispers of the Muse, Dismiss, Tradewind Rider, Propaganda, Soltari Priest, Warmth, Kindle, Mogg Fanatic, Fireslinger, Goblin Bombardment, Canyon Wildcat, Jackal Pup, Boil, Muscle Sliver, Trained Armodon, Choke, Harrow, Scragnoth, Pincher Beetles, Lobotomy, Wasteland, Reflecting Pool, and the opposing-color pain lands.

Tempest also introduced the important shadow and buyback mechanics. Creatures with shadow have dramatically accelerated the early game. Prior to shadow, an early blocker was an adequate answer to an early beatdown creature. Both sides could play early-game creatures and stall into a midgame strategy of removal or bigger creatures. Now the early game consists of creatures with and without shadow bashing players until something breaks the mutual beatdown. The effect of buyback, so far, has been to accelerate the midgame and to solidify the endgame for slower control decks.

Both of these game mechanics have been muted somewhat in Extended and Standard play by the vast array of creature removal available in Extended, and by fast, proactive control strategies such as discard or mana control in Standard (especially Winter Orb and Armageddon). A *Tempest*-only environment provides more limited creature control and little proactive control. The result should be an increased emphasis on both creatures with shadow and buyback spells. However "should" doesn't necessarily mean "will," especially in *Tempest* Constructed, due to Cursed Scroll.

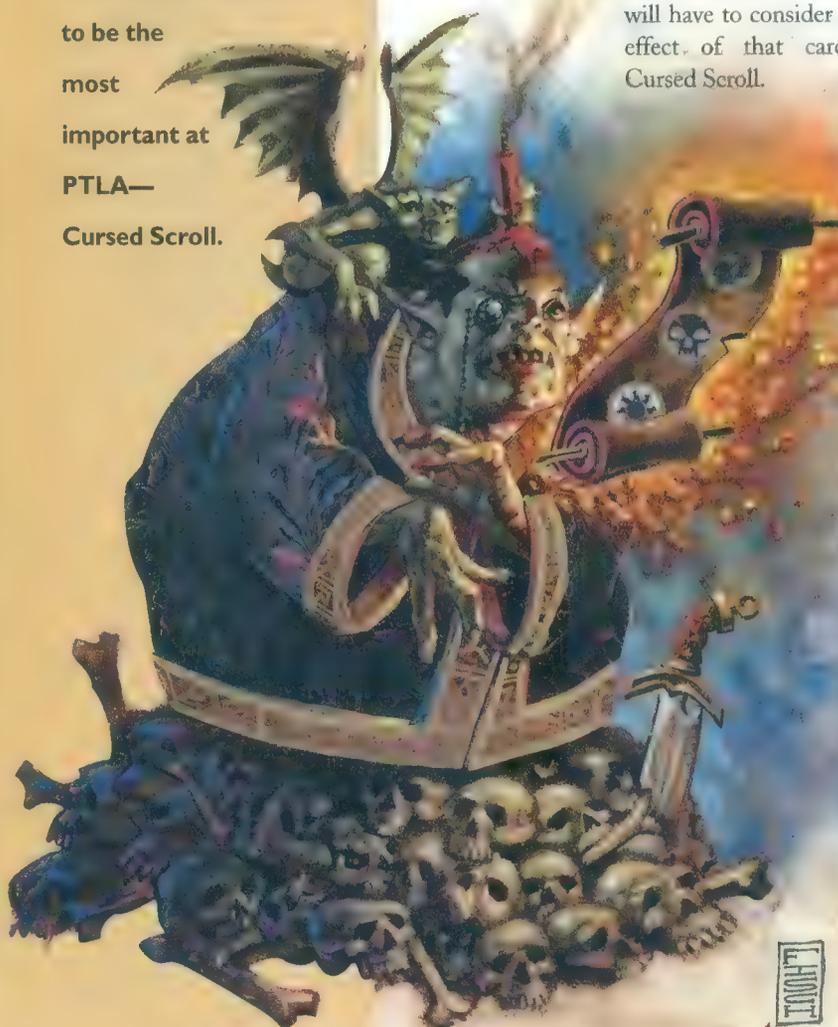


PHOTO
98

THE TEMPEST OUTPOST

Just as Kjeldoran Outpost fairly dominated deck construction in the *Ice Age* block, Cursed Scroll will more or less dominate *Tempest* deck construction. There is no getting around it. The reason is simple: Cursed Scroll kills almost every creature in *Tempest*. Two Cursed Scrolls with six mana and one card in hand will kill every playable *Tempest* creature with the exception of Pincher Beetles. Cursed Scroll also removes opponents from time to time.

Cursed Scroll is an artifact that only costs 1 to cast. It is difficult to counter and difficult to remove. Only three colors—green, red, and white—can remove a Cursed Scroll with ease, and only red has multiple ways to get rid of it: Aftershock, Shatter, and Starke of Rath. That list is telling, since you must be desperate to play with Starke of Rath.

Finally, Cursed Scroll does what no previous Magic card has done—it rewards poor play. Normally, blindly emptying one's hand is the hallmark of a bad player. One Wrath of God and it's all over. One of the first lessons in competitive Magic is to *never overextend*. Cursed Scroll changes all that. Casting all your creatures is a better play than holding them to defend against mass removal if you have Cursed Scroll in play. A slower opponent might finally beat the creature rush only to find his or her one Disenchant is not enough to deal with two Cursed Scrolls.

The result is simple. All *Tempest* Constructed players will be forced to build decks with Cursed Scroll in mind: main-deck artifact destruction and creatures that can't be killed by one Cursed Scroll are necessities, and control decks must have more than four cards in the main deck to deal with Cursed Scroll.

THE CURSED SCROLL COUNCIL

Given the impact of Cursed Scroll and general metagame concerns (see the sidebar), aggressive *Tempest* decks will be all about weenies backed up with removal, Cursed Scroll, and some way around buybacks. I believe there will be three basic deck types—Jank, Sligh, and Vineyard—that will attempt to play a fast, aggressive game, empty the hand quickly, and get into reliable Cursed Scroll range while dealing with the Corpse Dance–Bottle Gnomes (often called Dancing Gnomes) life-gaining engine.

Tempest Jank is patterned after the Pro Tour Jank deck that has been successful in Extended using inexpensive creatures (white shadows and red weenies), burn spells, white enchantment and artifact removal, plus Cursed Scroll. It is stronger against other aggressive strategies, with Staunch Defenders and mass removal in Rolling Thunder and Winds of

It's All About Control

As in every Constructed format, *Tempest* Constructed is shaped around a few power cards. These *Tempest* power cards favor control. Thus, once Cursed Scroll is taken into account, the general metagame comes into focus. I believe there are four reasons control has an edge over aggression in *Tempest*.

First, mass creature removal exists but effective resource removal does not. *Tempest* is marked by an absence of resource-denial strategies. There is no discard to speak of, since Coercion is one-for-one and Lobotomy is conditional, if powerful. There is no Winter Orb, Armageddon, or Jokulhaups. Apocalypse is simply unplayable in *Tempest* Constructed, and Static Orb does not effectively replace Winter Orb except in Prison decks. Land destruction is especially bad in *Tempest* because Rain of Tears and Winter's Grasp both require two colored mana. In contrast to the lack of mass resource removal, *Tempest* has Winds of Rath, Living Death, and possibly Rolling Thunder for mass creature removal, and Propaganda for mass creature control.

Second, effective life gain exists but efficient burn does not. The impact of Bottle Gnomes cannot be underestimated: a 1/3 creature usable by any color that blocks almost every groundpounding weenie, always provides 3 life (no limitation on the sacrifice), and can't be destroyed by a single Cursed Scroll or Kindle—amazing for three mana. For white players, Staunch Defenders is a similar bargain. These two cards together can provide 28 extra life in a single game. In contrast, there is no Fireblast, no Hammer of Bogardan, and only three instant burn spells; and Searing Touch is weak when all creatures are optimized against Cursed Scroll and such huge life gain is possible.



Third, strong permission exists with no way to stop it. With Counterspell, Dismiss, and Power Sink, *Tempest* permission decks play like Standard permission decks. Twelve permission spells in an environment without Winter Orb and Armageddon is extremely effective. Plus, there is no way to hose the counterspells effectively—no City of Solitude, no Hall of Gemstone, and most importantly, no Pyroblast. Boil and Choke are insufficient because *Tempest* permission decks aren't likely to be mono-blue (because of Cursed Scroll), and Reflecting Pool and *Tempest* multilands aren't affected by Boil and Choke.

Fourth, buyback spells unbalance the environment in favor of control decks. Since there is no mass mana removal in *Tempest*, only counter-magic, Coercion, and Lobotomy can easily deal with buyback spells. Furthermore, the three most important buyback spells are excellent control cards: Capsize, Whispers of the Muse, and Corpse Dance. Corpse Dance plus Bottle Gnomes equals endgame against nearly every aggressive deck. Aggressive buyback spells like Elvish Fury and Searing Touch are weak in comparison and can eventually be countered by a control player, ending the cycle. Furthermore, with no mass artifact removal and a plethora of powerful artifacts and enchantments to remove (Propaganda, Static Orb, and Cursed Scroll), the power of Medallions becomes amplified.

Finally, Cursed Scroll has another subtle impact on the environment. Aggressive Scroll players must empty their hands quickly. Once a control player achieves control, it is nearly impossible to break free because the aggressive player lacks options. Aggressive strategies, then, must succeed long before this situation occurs. —R.H.

Rath. Jank's white and red removal spells (Disenchant, Cloudchaser Eagle, and sidebar Pacifism and Shatter) make the deck strong against Propaganda-Winter Orb decks. Its weakness is the Dancing Gnomes combo, for which it must splash black for Coercion, blue for Power Sink, or main-deck land destruction to slow an opponent down.

Tempest Sligh pretty much follows the formula of other successful Sligh decks—cheap creatures, burn, and the almighty Cursed Scroll. Mogg Conscripts, Mogg Fanatic, Jackal Pup, Fireslinger, and Canyon Wildcat round out



Cursed Scroll does what no previous Magic card has done—it rewards poor play.

the likely creatures. Lightning Elemental can replace Ball Lightning, and *Tempest* burn spells (Kindle, Lightning Blast, and Rolling Thunder) combine with Cursed Scroll for a fast offensive rhythm. Sligh's answer to Cursed Scroll is the same answer it has for any problem card—remove opponents. Yes, Cursed Scroll kills everything in Sligh, but by that time an opponent should be well within range of two Lightning Blasts. *Tempest* Sligh almost certainly needs to splash black for Coercion and Dark Banishing to deal with the Dancing Gnomes combo and to remove large blockers.

Vineyard Scroll is interesting because it is an unlikely candidate. Giving opponents free mana is usually a poor strategy. However, consider the *Tempest* environment. There is no Nevinyrral's Disk, no Armageddon, and few large creatures that aren't green. Besides Cursed Scroll and the odd buyback spell, there are few good mana sinks for non-green decks in the environment. There is also the peculiar casting-cost structure of *Tempest*. Almost every good creature and spell in every color is color intensive. In addition, very few good green creatures can be killed with a single Cursed Scroll. Finally, there is no better mana sink for Vineyard mana in all of *Tempest* than Overrun, which also provides this deck's answer to Dancing Gnomes, since you can't compensate for

18–26 damage by turn five by reanimating Bottle Gnomes.

STRENGTH THROUGH PEACE

Since the *Tempest* metagame favors control, there are a greater variety of viable control decks. They fall into three broad categories: prison, permission, and permanent control. All three categories feature life gain, buyback, mass creature control, and an inherent anti-Scroll mechanism.

Tempest Prison, using Propaganda and Static Orb, is the premier lock deck in this environment. With so much countermagic and little artifact and enchantment

removal, you should have no problem defending the lock. Static Orb hoses Cursed Scroll decks almost completely since only two permanents untap per turn. Thumbscrews provides the non-tapping road to victory, while Capsize and Tradewind Rider provide a way around Static Orb and defense against opponent's permanents, if necessary. Life gain is accomplished via Bottle Gnomes or Staunch Defenders, which can become game winners once the full lock—Propaganda, Static Orb, Tradewind Rider/Capsize—is in place.

Tempest permission is possibly the strongest deck because the main elements of the *Tempest* metagame all favor permission. Permission can deal with Disenchant, countermagic, and life gain while posing its own threats—buyback, countermagic, and life gain. The best *Tempest* permission decks will feature a blue/white base with a splash of black. The black provides Corpse Dance, Dark Banishing, and Lobotomy, either standard or in the sidebar. The creature selection is strong with Bottle Gnomes, Tradewind Rider, and Staunch Defenders as mainstays, and Spirit Mirror or Avenging Angel as optimal creatures with Winds of Rath. Legacy's Allure and Helm of Possession (particularly with Spirit Mirror) are strong creature-control cards.

Tempest permanent control decks take

the basic permission deck and add aggression at the cost of control. These decks are mainly white instead of blue and often feature black as the support color with a possible splash of blue. A typical black/white permanent control deck features Disenchant, Cloudchaser Eagle, Dark Banishing, and Winds of Rath to remove just about every non-land permanent an opponent plays. Coercion and Lobotomy in a blue-splash version provide some protection against buyback. Creature selection is similar to the *Tempest* permission deck, with Bottle Gnomes, Staunch Defenders, Avenging Angel, and possibly the unkillable Selenia, Dark Angel. Permanent control decks can also have a strong early game with white creatures with shadow—a plus against slow control decks.

DARKNESS REIGNS IN RATH

Although darkness reigns with respect to the ultimate question of supremacy among these deck types, the strategy of *Tempest* Constructed is clear. Barring a change in the banned and restricted list, Cursed Scroll will dominate every phase of play, from deck construction to match progression. Those decks that can overwhelm with early pressure and back up that pressure with Cursed Scroll will enjoy success, as will decks that can use mass removal to punish players who empty their hands, and, of course, decks that remove Cursed Scroll.

Successful decks feature ingenious concepts and design. Thus different color combinations and card combinations can be expected. However, the basic mechanics of the game, the availability and unavailability of cards, and the dominance of Cursed Scroll suggest that most successful *Tempest* Constructed decks will fall under one of the above categories.

The environment will change, of course, once *Stronghold* is added to the equation, and Pro Tour—Los Angeles may not turn out the way I have foreseen. But *Tempest* Constructed provides an interesting analytical framework for examining the impact of a single card on the entire metagame of a format. For that alone it bears closer study. ✱

Robert Hahn curses every time we ask him to predict the future.

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THIS IS THE GAME. FROM THE AUTHOR. MASTER THE ELEMENTS AT LAST!

by Eric Tam



Every deck has a natural land ratio appropriate for its core concept, and a forced fit will reveal itself in play quickly and painfully. What is the correct number of lands for your deck? The answer may not always be straightforward. This month I offer a tool that should help you calculate correct mana ratios for your decks.

Pick a Land, Any Land

Mana is central to Magic. Some of the most important decks arose or were driven to extinction due to mana considerations. Erhnageddon decks prospered only after *Ice Age* painlands replaced dual lands. At its peak, the power of Necropotence was only truly obvious to those who played mono-black. Five-color swarm decks were not feasible in Standard until *Visions* introduced Undiscovered Paradise.

CHARTING THE WATERS

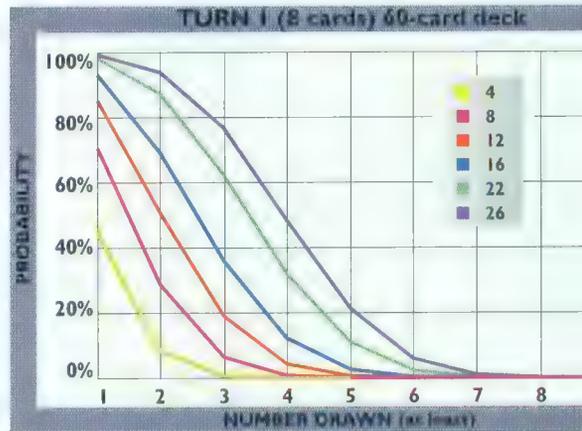
Henry Stern, former Pro Tour player and current Wizards R&D member, created graphs to show the probability of drawing specific cards in a given number of draws. For example, these graphs show how many plains should be in a deck for a decent chance of drawing three plains by Turn 4.

I have included three of Henry's graphs for your use: versions for Turns 1, 3, and 9. Each graph models the appropriate number of cards drawn by that turn. The colored lines in each graph are probability distributions for a certain number of "specific" cards used in a 60-card deck. For example, if you have four Wastelands in your deck, look at the "4" line. The numbers across the bottom (the x-axis) show the total number of those cards drawn and the numbers down the left side (the y-axis) show the percentage chance of drawing at least that many cards.

To find the probability of drawing at least three

of a deck's 16 swamps after your first draw (8 total cards) look at the graph for Turn 1 and find where the blue line labeled "16" intersects the vertical line labeled "3." Checking the y-axis at that spot, we see there is about a 36 percent chance you will draw at least three of your 16 swamps on your first turn.

Remember, these probabilities represent a large number of games over the long run. In the short term no result is guaranteed—in a single game



anything can and does happen. Even though it is more likely you will draw two swamps on your first turn than three, that doesn't mean you couldn't draw three swamps in your opening hand three games in a row. Thus, mana configuration is more a question of desired level of confidence rather than a problem you can solve with a set of hard and fast rules.

A higher land ratio gives you greater confidence of drawing more lands. This confidence, of course, is offset by an increased chance of drawing too many lands later in the game. This is one of the biggest dilemmas in Magic: to assure a certain amount of mana in the early game, you often need a land ratio that will generate more mana than you can use in the endgame. Thus, cards that convert excess lands into resources (Fireblast) and cards that can be both a mana source and a different resource (Stalking Stones) are invaluable for smoothing out your mana mix.



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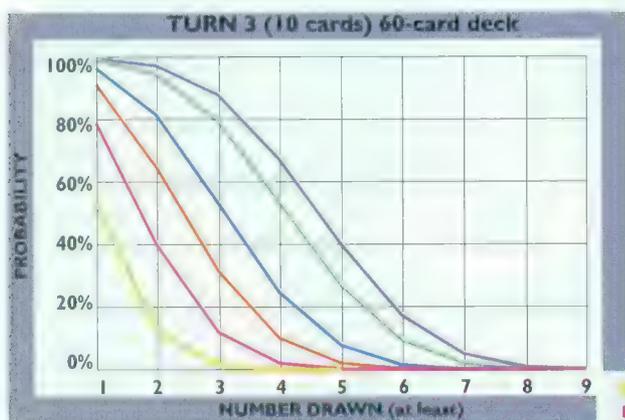


Ad Design:
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ESTABLISHING THE GROUND RULES

Despite the difficulty in making rules for land ratios, there are some basic guidelines you can deduce. First, the amount of mana you get in your initial draw is crucial. In fact, most players will opt to call a mulligan if they only find one land. To have an 80 percent chance of drawing at least two mana sources in your opening hand, you need 22 mana sources, which still results in a one-land mulligan about once every two matches. For an average deck, this is the absolute minimum number of lands necessary to support your spells (unless you also use a lot of non-land mana sources such as Llanowar Elves or Diamonds).

Players using decks with smaller, faster spells—such as Sligh or Stompy—who are willing to stick with a hand with only one land should still use at least 18 lands to have an 80 percent



chance of drawing at least two lands by the second turn. This type of deck needs either an abundance of secondary mana sources or spells that cost only one mana to cast.

At the other end of the spectrum, mana-intensive decks may need 26 to 27 mana sources to avoid mulligans 90 percent of the time, because you want to have access to four mana by the fourth turn about 80 percent of the time. To accomplish this, you definitely need upwards of 26 mana sources. Control decks with expensive card-drawing devices or buyback spells, such as Whispers of the Muse, often fit into this category.

Conversely, it is important to not inundate your deck with lands. To minimize this problem in a mana-intensive deck, either stay close to these minimums or use mana sources like Quicksand that act as an alternate resource. Less passive, medium-speed decks have a bit more latitude. With no more than 24 lands in your deck, you have an 80 percent chance of drawing more spells than lands by Turn 6. A deck with 21 lands or less has a 90 percent chance of drawing more spells than lands by Turn 6.

Secondary mana sources make calculations much tougher. As a rough guideline, a fast deck with only four Llanowar Elves (or any one-casting cost mana source) can get away with playing as few as 16–18 lands (plus the Elves). Slower decks using secondary mana sources that cost two mana should use 18 or more lands, counting each secondary mana source as roughly 3/4 of a land. Count mana sources that cost three or more mana as spells.

THE RAINBOW CONNECTION

Often it is not the quantity of mana drawn that matters, but its color. To have an 80 percent chance of drawing two mana sources

of a specific color by Turn 2, it is necessary to use at least 18 sources of the appropriate color. Therefore, if you need to cast Counterspell on Turn 2, your deck needs at least 18 blue mana sources, and you may want to consider 22 sources to raise your chances to 90 percent.

Decks employing a color as a major theme that don't need two mana of that color until Turn 4—such as a deck in which the only spell using two colored mana costs four or more mana—can get away with 14 lands of that color, thus achieving an 80 percent chance of getting two of those lands by Turn 4. If your deck relies on a four-cost spell with two specific mana—such as a deck that relies on Waterspout Djinn—you'll want at least 18 mana sources to ensure drawing two sources of that color by Turn 4 about 90 percent of the time.

To support a minor color with no spells that must be cast in the first two turns or cost two color-specific mana, you need an absolute minimum of eight sources of that color. This ratio will give you more than an 80 percent chance of drawing at least one source of that color by Turn 4. To have a 90 percent chance, use 11–12 sources of that color, which also gives you an 80 percent chance of drawing a source of that color in your opening hand. This configuration is more appropriate for two-color decks with nearly equal numbers of spells in each color.

To support “splashed” or tertiary colors of mana you won't need until the midgame, six to seven sources of that color will give you an 80 percent chance of drawing a single source by Turn 6. To support a very small splash (four or less cards of a color), it is possible to play as few as four mana, which would



give you a 60 percent chance of drawing at least one source by Turn 6. In general, I wouldn't advise trying to support spells with three or less mana sources.

CONCLUSION

The disregard of land ratios during deck design is a perplexing and common deck-construction error committed by even the most experienced players. Many players dream up fantastic deck concepts and never consider whether the decks can be supported by available mana, then wonder why they fail so often. I hope the tool Henry and I have provided will help you when you take your decks back to the drafting table. ☺

Eric Tam never relies on “Intuition” when building a deck (unless he is creating a blue Tempest deck).

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C•23 Unleashed

When Cards and Comics Collide



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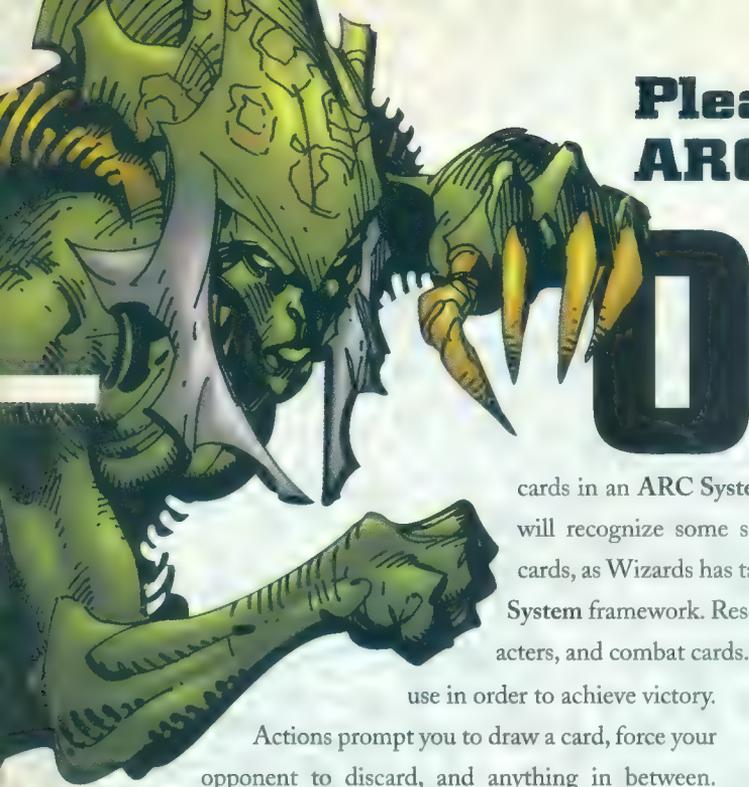
HIS IS THE YEAR for new games here at Wizards of the Coast, and we've got some doozies planned for all of you gaming fanatics. First and foremost is the introduction of the ARC System, the first all-purpose TCG designed to be played in many different creative universes. The ARC System offers people with little or no exposure to TCGs the opportunity to get involved, while giving current TCG enthusiasts consistently exciting gameplay.

The first ARC System TCG is quite a gem. Image Comics mastermind Jim Lee has created a rich universe called C•23—set on a futuristic Earth where the subterranean

human population battles bug-like humanoids (known as Angelans) for control of the planet. The launch of the C•23 card game will coincide with the launch of Lee's C•23 comic, which will develop the storyline over many issues. C•23 expansions will be designed to reflect the ongoing story. ►

BY SHAWN F. CARNES AND TOM WYLIE

Please Welcome the ARC System...



ONE OF THE misperceptions Wizards has long sought to debunk is the notion that TCGs are too complex for the average non-gamer. The ARC System is designed with simplicity in mind, allowing new players to grasp basic TCG mechanics with little difficulty. Simplicity, however, has not replaced rich gameplay or high repeat-play value. There are four types of

cards in an ARC System game: *actions*, *characters*, *combat*, and *resources*. Magic players will recognize some similarities to sorceries, creatures, instants, and lands in these cards, as Wizards has taken some key Magic elements and blended them into the ARC System framework. Resources are cards that you “tap into” in order to play actions, characters, and combat cards. Characters are just that—characters or groups of characters you

use in order to achieve victory.

Actions prompt you to draw a card, force your opponent to discard, and anything in between.

Combat cards are used during combat (naturally) to tip the scales of battle in your favor.

The object of an ARC System game is to make your opponent run out of cards before you do (like *BattleTech* and *Star Wars*). The simplest way to accomplish this is by using your characters to attack your opponent, while preventing your opponent from blocking your attacks with his or her own characters. You may also use actions to force your opponent to discard cards directly from his or her deck. The first player to run out of cards loses and the game is then over. Decks are small (typically about 40 cards) and games are fast—one will rarely find a marathon two-hour C•23 game.

A typical turn breaks down as follows:

- Step 1**—Untap your tapped cards.
- Step 2**—Draw a card.
- Step 3**—You may play a resource card from your hand.
- Step 4**—Play as many action or character cards from your hand as you like (if you have the resources to do so).
- Step 5**—You may attack with any or all of your characters.
- Step 6**—The defender blocks with his or her characters (if he or she has any).
- Step 7**—The defender may play a combat card.
- Step 8**—The attacker may play a combat card.
- Step 9**—Resolve combat.

That's it! The cards themselves dictate special circumstances, but the steps in a turn always stay the same.

The hallmark of the ARC System is its flexibility—it is a system that can play as easily in a nightmarish cybernetic future as it does in the golden age of myth. Wizards will soon introduce the official *Xena: Warrior Princess* and *Hercules: The Legendary Journeys* TCGs, both of which use the ARC System and are compatible with C•23. That means that you and your C•23 deck could take on a friend playing a *Hercules*

deck. While the ARC System allows crossovers like this to occur, it is important to remember your setting—you'll have to come up with a good reason for the Angelans to take on the Son of Zeus.

Magic: The Parallels

The ARC System borrows elements from the granddaddy of all TCGs, *Magic: The Gathering*. It is important to note, however, that the ARC System is not a *Magic* clone; there are elements to the game that are new and completely different from *Magic* that allow the ARC System to define itself.

Your opening hand size is seven, just as in *Magic*, and you draw one card per turn. In the ARC System, however, there is no discard phase: you may have as many cards as you like in your hand at any time. You tap resources in order to play cards just as you do with lands in *Magic*. In ARC System games, however, the deployment cost of any card is a number, not a mana symbol. You simply tap at least one of the resources that match the color of the card you wish to play.

Characters in ARC System games are similar to creatures in *Magic*, with a few notable differences. Characters attack and block much like creatures, but characters do not have “summoning sickness” as they do in *Magic*. Instead, they may attack and use special abilities on the turn they come into play. Unlike creatures, ARC System characters have a single number to designate power—this means that a two-power character behaves like a 2/2 creature in *Magic*. A two-power character will kill a two-or-less-power character in combat. If unblocked, a two-power character will force your opponent to discard two cards from his or her deck. During combat you'll see similarities between combat cards and *Magic* instants, as a player may play a combat card during an opponent's attack phase. The defender gets to play a combat card first, though.

The ARC System is a bold and innovative gaming system that will forever change the way you look at trading card games. ★

Sharpen up that chakram for *Xena: Warrior Princess* in next month's issue of *The Duelist*.





Take the Battlefield

The world of C-23 is populated by a strange mix of warped insectoid beings (Angelans) and technologically advanced cyberhumans (HyperShocks), as well as a

wide variety of lethal plantlife, ferocious pack animals, and nomadic human outcasts. Angelans such as Phyla and HyperShocks like Barrage wage a bloody war across the earth's scarred surface—but the victor is still anybody's guess....



Angelan Queen



Angelan Hulkbusters

CHARO LIST

NUMBER	TITLE	TYPE	RARITY	COLOR
Red				
<input type="checkbox"/>	1 Phalanx Busts Down the Door	Action	Common	Red
<input type="checkbox"/>	2 Barrage's HE Charge	Action	Common	Red
<input type="checkbox"/>	3 Fresh Out of the Academy	Character	Common	Red
<input type="checkbox"/>	4 Colonial Police	Character	Common	Red
<input type="checkbox"/>	5 Rebel Sentry	Character	Common	Red
<input type="checkbox"/>	6 Water Cannon Brigade	Character	Common	Red
<input type="checkbox"/>	7 Loyal Strike Force	Character	Common	Red
<input type="checkbox"/>	8 Rebel Rousers	Character	Common	Red
<input type="checkbox"/>	9 Sniper Crew	Character	Common	Red
<input type="checkbox"/>	10 Combat-Stressed Vets	Character	Common	Red
<input type="checkbox"/>	11 Fanatical Troops	Character	Common	Red
<input type="checkbox"/>	12 Ekon's Task Force	Character	Common	Red
<input type="checkbox"/>	13 Convicts	Character	Common	Red
<input type="checkbox"/>	14 Burn Squad	Character	Common	Red
<input type="checkbox"/>	15 Riot Suppressors	Character	Common	Red
<input type="checkbox"/>	16 Rejected Experiment	Character	Common	Red
<input type="checkbox"/>	17 Nemesis Crushes Them...	Combat	Common	Red
<input type="checkbox"/>	18 Electrodart Rifle	Combat	Common	Red
<input type="checkbox"/>	19 Nemesis Knows Counterattacks	Action	Uncommon	Red
<input type="checkbox"/>	20 Phalanx Has Just the Thing	Action	Uncommon	Red
<input type="checkbox"/>	21 Nemesis Mows Down Angelans	Action	Uncommon	Red
<input type="checkbox"/>	22 Hemlocke Gets His Hands Dirty	Action	Uncommon	Red
<input type="checkbox"/>	23 Phalanx's Plasma Barrage	Action	Uncommon	Red
<input type="checkbox"/>	24 Phalanx Hoses Them Down	Action	Uncommon	Red
<input type="checkbox"/>	25 Goon Squad	Character	Uncommon	Red
<input type="checkbox"/>	26 Rocket Platoon	Character	Uncommon	Red
<input type="checkbox"/>	27 EMP Platoon	Character	Uncommon	Red
<input type="checkbox"/>	28 Bomb 'n' Bash Unit	Character	Uncommon	Red
<input type="checkbox"/>	29 Cybered-Up Gizard	Character	Uncommon	Red
<input type="checkbox"/>	30 Colonial Division	Character	Uncommon	Red
<input type="checkbox"/>	31 Corbin's Expert Touch	Combat	Uncommon	Red
<input type="checkbox"/>	32 Defensive Force Fields	Combat	Uncommon	Red
<input type="checkbox"/>	33 Corbin Flashes His Ion Blade	Combat	Uncommon	Red
<input type="checkbox"/>	34 Desperate Gamble	Action	Rare	Red
<input type="checkbox"/>	35 Because Hemlocke Commands It	Action	Rare	Red
<input type="checkbox"/>	36 Corbin Raids the Armory	Action	Rare	Red
<input type="checkbox"/>	37 Phyla Filches an Ultrasound Rifle	Action	Rare	Red
<input type="checkbox"/>	38 Barrage's Tracking Missiles	Action	Rare	Red
<input type="checkbox"/>	39 Corbin Levels an Outpost	Action	Rare	Red
<input type="checkbox"/>	40 Barrage's Homing Missile	Action	Rare	Red
<input type="checkbox"/>	41 Phalanx Gets Carried Away	Action	Rare	Red
<input type="checkbox"/>	42 Corbin Leads the HyperShocks	Action	Rare	Red
<input type="checkbox"/>	43 Panzer	Character	Rare	Red
<input type="checkbox"/>	44 Elite Special Forces Unit	Character	Rare	Red
<input type="checkbox"/>	45 Nemesis	Character	Rare	Red
<input type="checkbox"/>	46 Phalanx	Character	Rare	Red
<input type="checkbox"/>	47 Barrage	Character	Rare	Red
<input type="checkbox"/>	48 Corbin	Character	Rare	Red
<input type="checkbox"/>	49 Tracking Device	Combat	Rare	Red
<input type="checkbox"/>	50 Climactic Battle	Combat	Rare	Red
<input type="checkbox"/>	51 Corbin Trashes a Lab	Combat	Rare	Red
Green				
<input type="checkbox"/>	52 Mustard Gas	Action	Common	Green
<input type="checkbox"/>	53 Phyla Does the Dirty Work	Action	Common	Green
<input type="checkbox"/>	54 Lethal Porcurchin	Character	Common	Green
<input type="checkbox"/>	55 Angelan Garrison	Character	Common	Green
<input type="checkbox"/>	56 Ekon's Understudy	Character	Common	Green
<input type="checkbox"/>	57 Tunnel Commando	Character	Common	Green
<input type="checkbox"/>	58 Angelan Scouts	Character	Common	Green
<input type="checkbox"/>	59 Angelan Slaves	Character	Common	Green
<input type="checkbox"/>	60 Ekon's Recruits	Character	Common	Green
<input type="checkbox"/>	61 Angelan Guard Beast	Character	Common	Green
<input type="checkbox"/>	62 Sewer Dwellers	Character	Common	Green
<input type="checkbox"/>	63 Strafing Drone	Character	Common	Green
<input type="checkbox"/>	64 Thunder Beetle	Character	Common	Green
<input type="checkbox"/>	65 Rioting Masses	Character	Common	Green
<input type="checkbox"/>	66 Lumbering Hulk	Character	Common	Green
<input type="checkbox"/>	67 Desert Nomads	Character	Common	Green
<input type="checkbox"/>	68 Wolvern Pack	Character	Common	Green
<input type="checkbox"/>	69 Sudden Mutation	Combat	Common	Green
<input type="checkbox"/>	70 Angelan Transport	Action	Uncommon	Green
<input type="checkbox"/>	71 Corbin Suddenly Remembers	Action	Uncommon	Green
<input type="checkbox"/>	72 Scouting Mission	Action	Uncommon	Green
<input type="checkbox"/>	73 Angelan Autopsy	Action	Uncommon	Green
<input type="checkbox"/>	74 Plague Mosquitoes	Character	Uncommon	Green
<input type="checkbox"/>	75 Poisonous Snakes	Character	Uncommon	Green
<input type="checkbox"/>	76 Phyla's Stoolie	Character	Uncommon	Green
<input type="checkbox"/>	77 Giant Scorpion	Character	Uncommon	Green
<input type="checkbox"/>	78 Stamping Herd	Character	Uncommon	Green
<input type="checkbox"/>	79 Spies in High Places	Character	Uncommon	Green
<input type="checkbox"/>	80 Gamelus Corps	Character	Uncommon	Green
<input type="checkbox"/>	81 Angelan Juggernaut	Character	Uncommon	Green
<input type="checkbox"/>	82 Phyla's Stingers	Combat	Uncommon	Green

All cards are listed according to their order number in the set, and subdivided by color. The exceptions are the resources, which are grouped together.

NUMBER	TITLE	TYPE	RARITY	COLOR
Green <i>(continued)</i>				
83	Hyper Stimulants	Combat	Uncommon	Green
84	Tactical Instincts	Combat	Uncommon	Green
85	Gamelus Plots the Approach	Action	Rare	Green
86	Corbin Needs Help, Badly	Action	Rare	Green
87	Knockout Gas	Action	Rare	Green
88	Corbin Questions the Survivors	Action	Rare	Green
89	Phyla Drums Up Support	Action	Rare	Green
90	Truth Serum	Action	Rare	Green
91	Major Offensive	Action	Rare	Green
92	Plaguebearer	Character	Rare	Green
93	Wyland	Character	Rare	Green
94	Plague Swarms	Character	Rare	Green
95	Ekon	Character	Rare	Green
96	Gamelus	Character	Rare	Green
97	Phyla	Character	Rare	Green
98	Razorflies	Character	Rare	Green
99	Sand Worm	Character	Rare	Green
100	Strength in Numbers	Combat	Rare	Green
101	Virus Carriers	Combat	Rare	Green
102	Wyland's Cocktail Surprise	Combat	Rare	Green
Blue				
103	Did You Hear Something?	Action	Common	Blue
104	Stasis Field	Action	Common	Blue
105	Councilor Mariah Makes Plans	Action	Common	Blue
106	Hemlocke Puts His Foot Down	Action	Common	Blue
107	Carnivorous Plant	Character	Common	Blue
108	Automated Defenses	Character	Common	Blue
109	Groundpounders	Character	Common	Blue
110	Training Cadre	Character	Common	Blue
111	Forward Command Point	Character	Common	Blue
112	Colonial Scouts	Character	Common	Blue
113	Hemlocke's Investigators	Character	Common	Blue
114	Councilor Mariah's Guard	Character	Common	Blue
115	Angelan Commander	Character	Common	Blue
116	Mobile Sector HQ	Character	Common	Blue
117	Colonial Hulkbusters	Character	Common	Blue
118	Subdue	Combat	Common	Blue
119	Artillery Support	Combat	Common	Blue
120	Ambush Tactics	Combat	Common	Blue
121	Decoy	Action	Uncommon	Blue
122	Tactical Database	Action	Uncommon	Blue
123	Outmaneuver	Action	Uncommon	Blue
124	Delaying Tactic	Action	Uncommon	Blue
125	Cronus Planned Ahead	Action	Uncommon	Blue
126	Cronus Consults the Oracle	Action	Uncommon	Blue
127	Electric Barrier	Character	Uncommon	Blue
128	Sensor Station	Character	Uncommon	Blue
129	Medicus's Lab Workers	Character	Uncommon	Blue
130	Armored Transport	Character	Uncommon	Blue
131	Hemlocke's Secret Police	Character	Uncommon	Blue
132	Phalanx Provides Suppression Fire	Combat	Uncommon	Blue
133	Lucky Strike	Combat	Uncommon	Blue
134	Flank Attack	Combat	Uncommon	Blue
135	Facade	Combat	Uncommon	Blue
136	Councilor Mariah Tracks Her Assets	Action	Rare	Blue
137	Nemesis Spots a Weakness	Action	Rare	Blue
138	Phalanx's Images Run Interference	Action	Rare	Blue
139	The Outcasts Take Point	Action	Rare	Blue
140	Ekon's Intelligence Net	Action	Rare	Blue
141	Indiscriminate Terrorism	Action	Rare	Blue
142	Wrath of Hemlocke	Action	Rare	Blue
143	Councilor Mariah's Influence	Action	Rare	Blue
144	Added Incentives	Action	Rare	Blue
145	Angelan Seers	Character	Rare	Blue
146	The Outcasts	Character	Rare	Blue
147	Angelan Hulkbusters	Character	Rare	Blue
148	Hemlocke	Character	Rare	Blue
149	Medicus	Character	Rare	Blue
150	Councilor Mariah	Character	Rare	Blue
151	Medicus Patches Them Up	Combat	Rare	Blue
152	Mutual Enemy	Combat	Rare	Blue
153	Trap!	Combat	Rare	Blue
Resources				
154	Weapons Factory	Resource	Fixed	Red
155	HyperShock Barracks	Resource	Fixed	Red
156	Armory	Resource	Fixed	Red
157	Biology Lab	Resource	Fixed	Green
158	Breeding Chamber	Resource	Fixed	Green
159	Surgery Room	Resource	Fixed	Green
160	The Oracle	Resource	Fixed	Blue
161	Angelan War Room	Resource	Fixed	Blue
162	Council Chamber	Resource	Fixed	Blue

Phyla



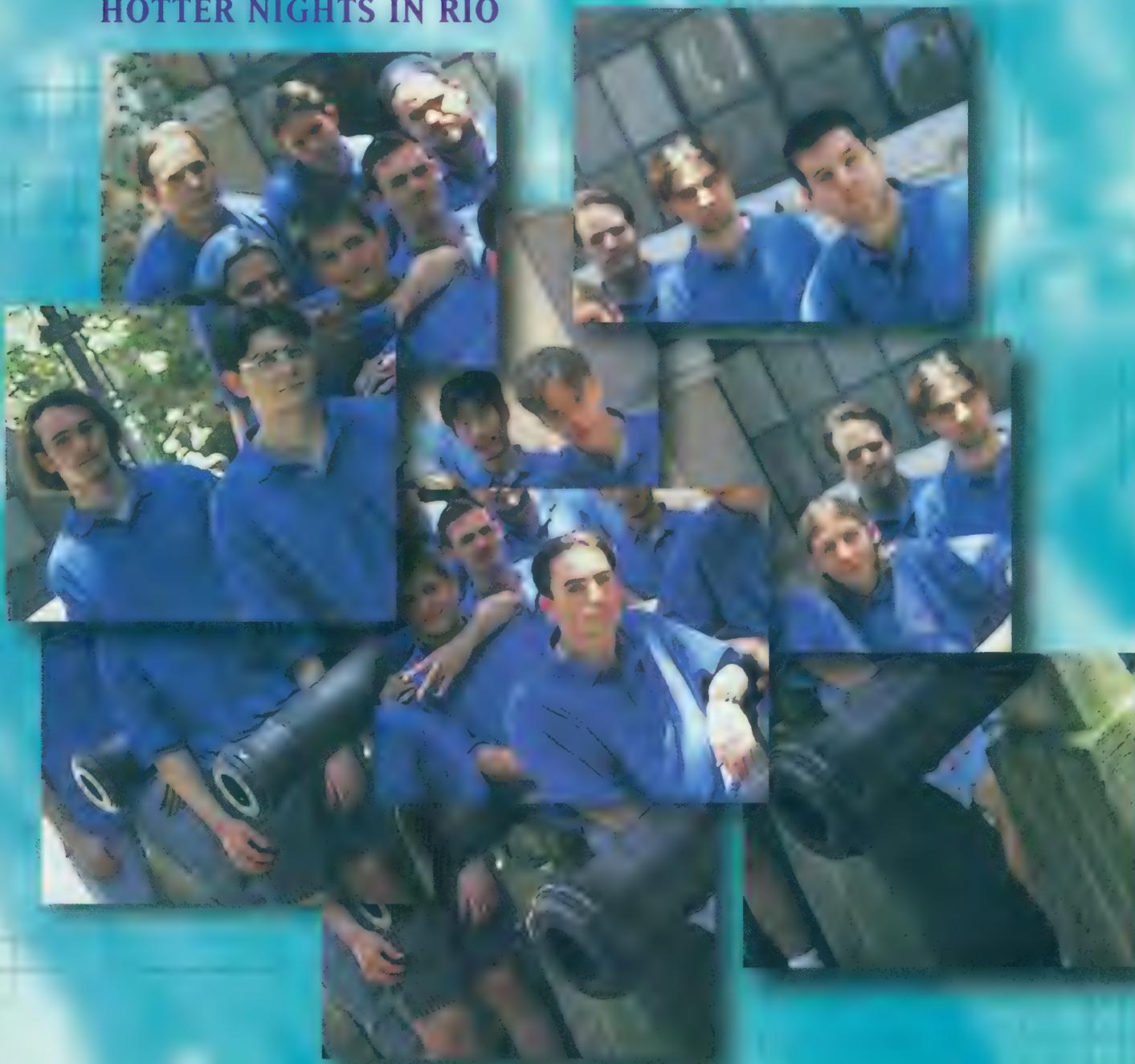
Barrage



Strafing Drone

Magic's Big Guns Turn Up the Heat

HOT DAYS AND
HOTTER NIGHTS IN RIO



It began as a dream of an all-star game, and it wound up as 15 rounds of top-flight Magic in the tropical paradise that is Rio de Janeiro. *The Duelist* is proud to chart the all-stars' progress and to provide both complete results and the standout deck lists from the Constructed portion of the tournament.

ROUNDS 1-3

LIMITED TREASURE

Most of the Invitational's "Fab Fifteen" expected a repeat of last year's Hong Kong pool of mediocre cards, so their reactions to 90 of the most powerful cards currently available was surprise, followed by a dissatisfied grumbling. Playing the powerful red cards seemed to many of the invitees to be a complete no-brainer. Thirteen out of 15 players chose to use red (six opted for blue/red combos, four chose black/red, and the other three went green/red); only Mark Justice and Nathan Russell eschewed red and focused on black/blue. Each player managed to win at least one match with his deck of choice.

Eventual champion Darwin Kastle began his steady march to the Finals by working his blue/red deck to the only 3-0 record during these rounds. Kastle's strategy was to choose colors and then build a deck to deal with the grossly overpowered cards his opponents were playing with.

ROUNDS 4-6

NY STYLE EXTENDED

Only slightly less powerful than the Limited Treasure card pool (but far deeper), the Extended-NY rounds gave the invitees the opportunity to truly test themselves against their peers using the strongest cards available outside of Classic (Type I). Brian Weissman called his hardcore Necrodeck's 2-1 victory over Tommi Hovi's Squandered Stasis his "best round ever," (see page 67) and Mike Long avenged his Finals loss in last year's Invitational to Råde by beating The Littlest Viking 2-0.

En route to upping his first-day record to 6-0, Darwin Kastle defeated a broad spectrum of decks and opponents—including Hacker, Hovi, and Tsukamoto—without losing a single game.

ROUNDS 7-9

SOLOMON DRAFT

The three Solomon Draft rounds took up nearly all of Day 2. Each player was required to go through the exhausting process of reviewing and dividing the available cards, then building and playing decks from those cards. Some players took the most powerful cards regardless of color, others tried to make completely balanced piles for a win-win (or lose-lose) selection, and some put the single most powerful card in a pile by itself to force opponents into the tough "quality vs. quantity" choice. All

agreed that Solomon Draft is the best measure of an individual player's overall Magic skills.

Undeclared in this format, John Chinnock took to separating both the most powerful cards and the colors between the two piles until he had gathered enough cards to commit to a particular color. Once committed, he made sure to take the cards that were best for his deck while "hosing" his opponent as often as possible.

ROUNDS 10-12

VANGUARD CONSTRUCTED

As far as the players were concerned, it was no mystery which *Vanguard* card to put in play or which deck to back it with during this constructed event. Hanna was the *Weatherlight* crew member of choice with her ability to reduce the casting cost of all spells by 1. Twelve of the Fab Fifteen played Hanna, overwhelmingly in combination with blue; two Maraxus and a Squeak rounded out the field.

Of the three players that didn't choose Hanna, none managed to rack up more than one win. Sven Geertsen separated himself from the pack by playing Hanna with a green/red Sliver deck that was devastating against all the blue he faced. (see page 65)

ROUNDS 13-15

STANDARD

The win-loss records of Darwin Kastle, Jakub Slemr, Mark Justice, and Mike Long were all such that each and every Standard game during the last three matches would impact their standings—and virtually every permutation of wins and losses among these four would dictate a new pair of finalists.

In Rounds 13 and 14, Kastle and his Tradewind Rider-Capsize deck lost to Råde and Long (both playing decks similar to his); Justice's red Sligh struggled, and Slemr used Marogeddon to beat Råde but fell to Hovi's Sligh.

Kastle's worries came to a quick end in Round 15, as his Tradewind Riders and Ophidians steamrolled Slemr's multiple Maros 2-0, securing his place in the Finals. Toshiaki Tsukamoto had better luck with a Marogeddon deck, playing it to a 3-0 record in this format and defeating Justice 2-0 to knock him out of contention. Tommi Hovi finally ended all the speculation and gave Slemr a present by defeating Long 2-1, guaranteeing Slemr a rematch against Kastle in the Finals.

(Please see page 26 for a breakdown of the formats used and pages 38-49 for more news from the 1998 Duelist Invitational)

The Duelist Invitational Finals Recap

Darwin Kastle's reaction to the Final match's format: "You're kidding." Neither he nor opponent Jakob Slemr picked Limited Treasure as their first choice of Finals format, but once Mark Rosewater weighted all the votes, it was the closest thing he had to an agreement.

Both players were obliged to start with the decks they'd recorded for the first three rounds (see sidebar). After some extensive shuffling and a handshake, the game began.

GAME 1—Match Score: Kastle 1, Slemr 0

Kastle opted to play, and both competitors had steady supplies of lands during the first five turns. Kastle cast Fireslinger and poked Slemr's Quirion Ranger with it, then added Cloud Elemental and Suq'Ata Lancer to his assault. Slemr cast Hammer of Bogardan on Kastle's Fireslinger and brought out Elvish Archers and Goblin Bombardment to mount his own offense. Trading 4 damage for 2 each turn quickly drove Slemr's life total down to single digits. After his Rootwalla was Dissipated, he himself was Incinerated, and his Rathi Dragon was Capsized, Slemr conceded in the face of steady Lancer-Elemental attacks.

GAME 2—Match Score: Kastle 2, Slemr 0

Slemr did some major sideboarding between games (see sidebar), subbing in black for green. He put the black to immediate good use, casting a Shadow Guildmage that succeeded in scoring on Kastle for the next 4 turns.

When the Guildmage had bumped Kastle down to 16, Slemr cast Bounty Hunter and Kastle responded on his turn with Breezekeeper. Slemr added Flowstone Giant to the mix, and Kastle used his Man-o'-War to bounce the Bounty Hunter back to Slemr's hand and then attacked with his Breezekeeper to tie the score at 16. This frantic pattern of creatures summoned and removed continued until Kastle managed to bring Slemr down to 10 with a combination of the Breezekeeper and Wildfire Emissary. When Reckless Embermage joined Kastle's Tradewind Rider, Slemr was forced to concede.

GAME 3—Match Score: Kastle 2, Slemr 1

Slemr opted to play after delving deeply into his sideboard for a second time, trading black/red for black/blue. Once the action began, Slemr held Kastle's Dwarven Vigilantes at bay with Thirst and lethally blocked his Flowstone Giant with Water-spout Djinn. Kastle used Hammer of Bogardan on the Djinn, and Slemr replaced the Djinn with Breezekeeper, which ran



rampant on Kastle during the turns it was in play. With Nekrataal and Pestilence keeping Kastle's creatures from defending, Slemr was able to score his first win in fairly short order.

GAME 4—Match Score: Kastle 2, Slemr 2

Slemr's game plan of creature control continued to swing things in his favor. Kastle refused to do more than minimal sideboarding after Game 3, and was unable to stop Slemr's strong offense, especially with Slemr's Ray of Command, Thirst, and Crypt Rats keeping the board free of blockers. Once Slemr cast the pumpable Darkling Stalker with six swamps on the table, Kastle only had three turns to get his deck in motion. Slemr did not allow him an opportunity to defend himself or mount a decisive attack.

GAME 5—Kastle Triumphant!

By the final game, Slemr was confident that he had the right card mix for his deck, but Kastle made a few surgical tweaks that were to have a monumental impact on the deciding game. Kastle had better draws than he had in Games 3 and 4, and was able to give as good as he got in terms of creature removal. He was able to Pyroblast Slemr's Ophidian, poke his Nekrataal with Fireslinger, and Rolling Thunder his Fallen Angel. Slemr, for his part, buried Kastle's Ophidian with Nekrataal, Hydroblasted the arrival of Wildfire Emissary, Capsized his Cloud Elemental, and Thirsted his Tradewind Riders. Kastle's Goblin Bombardment spelled the difference between this game and the previous two: each time Slemr tried to remove one of Kastle's creatures, Kastle sacked it to do a point of damage. Kastle basically nicked Slemr to death with small, fast creatures before sacking them to the Bombardment. Once Slemr's life total was low enough, a quick Incinerate ended the game and Darwin Kastle was awarded the long-awaited title of champion.

KASTLE'S

Limited Treasure and Finals Deck

- 1 Breezekeeper
- 1 Canyon Wildcat
- 1 Capsize
- 1 Cloud Elemental
- 1 Counterspell
- 1 Dissipate
- 1 Dwarven Vigilantes
- 1 Fireslinger
- 1 Hammer of Bogardan
- 1 Incinerate
- 1 Man-o'-War
- 1 Mogg Fanatic
- 1 Ophidian
- 1 Ray of Command
- 1 Reckless Embermage
- 1 Rolling Thunder
- 1 Rootwater Hunter
- 1 Suq'Ata Lancer
- 1 Thalagos Dreamsower
- 1 Waterspout Djinn
- 1 Whispers of the Muse
- 1 Wildfire Emissary
- 9 Island
- 9 Mountain2

SLEMR'S

Limited Treasure and Finals Deck (Game 1)

- 1 Canyon Wildcat
- 1 Desert Twister
- 1 Dwarven Vigilantes
- 1 Elish Archer

- 1 Fireslinger
- 1 Flowstone Giant
- 1 Goblin Bombardment
- 1 Hammer of Bogardan
- 1 Incinerate
- 1 Jungle Wurm
- 1 Mogg Fanatic
- 1 Quirion Ranger
- 1 Rathi Dragon
- 1 Reckless Embermage
- 1 River Boa
- 1 Rolling Thunder
- 1 Rootwalla
- 1 Skyshroud Vampire
- 1 Stalking Tiger
- 1 Suq'Ata Lancer
- 1 Trampling Armodon
- 1 Tranquility
- 1 Uktabi Orangutan
- 1 Wildfire Emissary
- 1 Woolly Spider
- 8 Forest
- 8 Mountain

SLEMR'S

Finals Deck (Game 2)

- 1 Animate Dead
- 1 Bounty Hunter
- 1 Canyon Wildcat
- 1 Crypt Rats
- 1 Dark Banishing
- 1 Darkling Stalker
- 1 Dwarven Vigilantes
- 1 Fallen Angel
- 1 Fevered Convulsions

- 1 Fireslinger
- 1 Flowstone Giant
- 1 Goblin Bombardment
- 1 Hammer of Bogardan
- 1 Incinerate
- 1 Mogg Fanatic
- 1 Nekrataal
- 1 Pestilence
- 1 Reckless Embermage
- 1 Red Elemental Blast
- 1 Rolling Thunder
- 1 Shadow Guildmage
- 1 Skyshroud Vampire
- 1 Suq'Ata Lancer
- 8 Mountain
- 8 Swamp

SLEMR'S

Finals Deck (Game 3-5)

- 1 Animate Dead
- 1 Blue Elemental Blast
- 1 Bounty Hunter
- 1 Breezekeeper
- 1 Capsize
- 1 Cloud Elemental
- 1 Counterspell
- 1 Crypt Rats
- 1 Dark Banishing
- 1 Darkling Stalker
- 1 Dissipate
- 1 Fallen Angel
- 1 Fevered Convulsions
- 1 Legacy's Allure
- 1 Man-o'-War

- 1 Nekrataal
- 1 Ophidian
- 1 Pestilence
- 1 Ray of Command
- 1 Rootwater Hunter
- 1 Skyshroud Vampire
- 1 Thirst
- 1 Waterspout Djinn
- 1 Whispers of the Muse
- 8 Island
- 8 Swamp

LONG'S

Extended Deck

- 1 Choking Sands
- 2 Coercion
- 3 Contagion
- 4 Dark Ritual
- 2 Demonic Consultation
- 4 Drain Life
- 4 Hymn to Tourach
- 3 Icequake
- 2 Ihsan's Shade
- 4 Necropotence
- 3 Nevinyrral's Disk
- 3 Steel Golem
- 3 Lake of the Dead
- 2 Mishra's Factory
- 16 Swamp
- 4 Wasteland

Sideboard

- 1 Amnesia
- 3 Ball Lightning
- 2 Choking Sands
- 1 Dread of Night

- 1 Dystopia
- 1 Nevinyrral's Disk
- 2 Quicksand
- 2 Serrated Arrows
- 2 Spinning Darkness

TSUKAMOTO'S GEERTSEN'S

STANDARD DECK

- 1 Armageddon
- 4 Birds of Paradise
- 1 Disenchant
- 4 Granger Guildmage
- 4 Incinerate
- 4 Kindle
- 3 Man-o'-War
- 3 Maro
- 2 Power Sink
- 3 Quirion Ranger
- 3 River Boa
- 1 Terror
- 3 Tradewind Rider
- 2 Uktabi Orangutan
- 3 Wall of Roots
- 2 Winter Orb
- 4 City of Brass
- 8 Forest
- 1 Reflecting Pool
- 4 Undiscovered Paradise

Sideboard

- 1 Disenchant
- 1 Fire Whip
- 1 Goblin Bombardment
- 1 Honorable Passage
- 1 Hydroblast
- 3 Pyroblast

- 1 Scragnoth
- 2 Simoon
- 1 Sleight of Mind
- 1 Terror
- 2 Winter Orb

VANGUARD DECK

- 1 Vanguard: Hanna
- 4 Canyon Wildcat
- 3 Fireslinger
- 4 Heart Sliver
- 1 Jinxed Idol
- 4 Karoo Meerkat
- 4 Lotus Petal
- 4 Metallic Sliver
- 4 Muscle Sliver
- 4 Pincher Beetles
- 4 River Boa
- 4 Song of Blood
- 3 Suq'Ata Lancer
- 2 Tranquil Domain
- 7 Forest
- 1 Gemstone Mine
- 6 Mountain
- 1 Undiscovered Paradise

Sideboard

- 2 Bottle Gnomes
- 1 Bubble Matrix
- 3 City of Solitude
- 1 Cursed Totem
- 1 Dense Foliage
- 1 Final Fortune
- 2 Straw Golem
- 1 Tranquil Domain
- 3 Uktabi Orangutan

HEAD-to-HEAD Competition Results

Opponent

Player	Final Standings	Borer	Chinnock	Geertsen	Hacker	Hovi	Justice	Kastle	Long	McCabe	Pikula	Rade	Russell	Slemr	Tsukamoto	Weissman	Zila
Kastle	11-3-1	Vanguard 2-0	Duplicate 2-1	Solomon 2-1	Extended 2-0	Extended 2-0	Solomon 1-2	●	Standard 0-2	Duplicate 2-0	Duplicate 2-0	Standard 1-2	Vanguard 1-1-1	Standard 2-0	Extended 2-0	Solomon 2-0	Vanguard 2-0
Slemr	10-5	Vanguard 2-1	Extended 2-0	Duplicate 0-2	Solomon 2-0	Standard 0-2	Solomon 2-0	Standard 0-2	Duplicate 2-0	Extended 2-0	Extended 2-1	Solomon 2-0	Vanguard 1-2	●	Standard 2-0	Solomon 0-2	Duplicate 2-0
Geertsen	9-5-1	Duplicate 1-2	Standard 2-0	●	Vanguard 2-1	Solomon 1-2	Vanguard 2-0	Solomon 1-2	Extended 1-2	Extended 2-1	Solomon 2-1	Duplicate 2-0	Extended 1-1-1	Duplicate 2-0	Standard 1-2	Vanguard 2-0	Standard 2-0
Hacker	9-5-1	Standard 2-1	Duplicate 2-0	Vanguard 1-2	●	Duplicate 2-1	Extended 0-2	Extended 0-2	Solomon 2-0	Vanguard 2-0	Solomon 2-0	Vanguard 0-2	Standard 2-1	Duplicate 0-2	Extended 2-0	Solomon 1-1	Standard 2-0
Long	9-5-1	Vanguard 0-2	1-0-1	Extended 2-1	Solomon 0-2	Standard 1-2	Duplicate 2-0	Standard 2-0	●	Solomon 1-2	Standard 2-0	Extended 2-0	Duplicate 2-1	Duplicate 0-2	Vanguard 1-1-1	Solomon 2-1	Extended 2-0
Justice	9-6	Standard 2-1	Standard 1-2	Vanguard 0-2	Extended 2-0	Solomon 2-1	●	Solomon 2-1	Duplicate 0-2	Duplicate 2-0	Extended 2-0	Vanguard 2-1	Duplicate 2-0	Solomon 0-2	Standard 0-2	Vanguard 2-0	Extended 2-0
Hovi	8-7	Extended 2-0	Vanguard 0-2	Solomon 2-1	Duplicate 1-2	●	Solomon 1-2	Extended 0-2	Standard 2-1	Solomon 0-2	Standard 2-0	Duplicate 0-2	Vanguard 2-0	Standard 2-0	Duplicate 2-1	Extended 1-2	Vanguard 2-0
Tsukamoto	7-6-2	Solomon 2-1	Extended 1-1-1	Standard 2-1	Extended 0-2	Duplicate 1-2	Standard 2-0	Extended 0-2	Vanguard 1-1-1	Duplicate 0-2	Vanguard 1-2	Solomon 2-0	Solomon 2-1	Vanguard 0-2	●	Standard 2-1	Duplicate 2-0
Chinnock	7-7-1	Solomon 2-1	●	Standard 0-2	Duplicate 0-2	Vanguard 2-0	Standard 2-1	Duplicate 1-2	Vanguard 0-1-1	Standard 0-2	Vanguard 2-1	Duplicate 2-0	Solomon 2-1	Extended 1-1-1	Extended 1-1-1	Extended 1-2	Solomon 2-0
McCabe	7-8	Extended 1-2	Standard 2-0	Extended 1-2	Vanguard 0-2	Solomon 2-0	Duplicate 0-2	Duplicate 2-1	Solomon 2-1	●	Solomon 2-1	Vanguard 1-2	Standard 0-2	Extended 0-2	Duplicate 2-0	Vanguard 2-1	Standard 2-0
Weissman	6-8-1	Standard 2-1	Extended 2-1	Vanguard 0-2	Duplicate 1-1	Extended 2-1	Vanguard 0-2	Solomon 0-2	Solomon 1-2	Vanguard 1-2	Duplicate 1-2	Extended 1-2	Standard 2-1	Solomon 2-0	Standard 1-2	●	Duplicate 2-0
Rade	6-8-1	Solomon 0-2	Duplicate 0-2	Duplicate 2-0	Vanguard 2-0	Duplicate 2-0	Vanguard 1-2	Standard 2-1	Extended 0-2	Vanguard 2-1	Standard 0-2	●	Extended 1-1-1	Standard 0-2	Solomon 0-2	Extended 2-1	Solomon 2-0
Borer	6-9	●	Solomon 2-1	Standard 1-2	Solomon 0-2	Standard 1-2	Extended 0-2	Vanguard 2-0	Vanguard 2-1	Extended 0-2	Duplicate 2-0	Solomon 1-2	Standard 1-2	Extended 1-2	Vanguard 1-2	Standard 2-0	Extended 2-0
Pikula	6-9	Duplicate 2-0	Vanguard 1-2	Solomon 1-2	Solomon 0-2	Standard 0-2	Extended 0-2	Duplicate 0-2	Standard 0-2	Solomon 1-2	●	Standard 2-0	Extended 2-1	Extended 1-1-1	●	Vanguard 2-1	Solomon 2-0
Russell	4-8-3	Duplicate 2-1	Solomon 1-2	Extended 1-1-1	Standard 1-2	Vanguard 0-2	Duplicate 0-2	Vanguard 1-1-1	Duplicate 1-2	Standard 2-0	Extended 1-2	Extended 1-1-1	●	Vanguard 2-1	Solomon 1-2	Standard 1-2	Solomon 2-0
Zila	0-15	Extended 0-2	Solomon 0-2	Standard 0-2	Standard 0-2	Vanguard 0-2	Extended 0-2	Vanguard 0-2	Extended 0-2	Standard 0-2	Vanguard 0-2	Solomon 0-2	Solomon 0-2	Duplicate 0-2	Duplicate 0-2	Duplicate 0-2	●



Building a Constructed Foundation

PREGAME STRATEGY BY BRIAN WEISSMAN

As a veteran of four Constructed Pro Tour events and hundreds of other smaller events, I have had time to develop the skills and techniques required for successful deck building. I drew upon these skills while researching for the Constructed portions of this year's *Duelist Invitational*. What follows is a summary of the four most effective methods I employ, and how they factored in my Rio preparation.

Developing Ideas

In the fledgling stage of deck building, there is an exercise I always go through. I wade through the available set of tourney-worthy cards and separate out each one that strikes me as potentially abusable, either in a degenerate combo or all by its bad self. The importance of effectively realizing abuse potential has been confirmed by the composition of top decks in every single Constructed Pro Tour event so far. From the landslide of Thawing Glaciers at Pro Tour-Columbus to the destruction wrought by Prosperous Bloom at Pro Tour-Paris, high-level Constructed Magic has always been defined by decks that employ abusive cards and combinations.

In the very early days of Magic, when blue/white control was the theme to beat, utility often won out over degeneracy. Since the inception of Standard format and its balanced (some say "watered-down") card mix, top decks have always contained components that are potentially as powerful as any you would expect to find in Classic tournament play. The Extended Lake-Drain Necro deck that draws five cards and generates 20 mana per turn is a perfect example. Some casual play and a bit of theorizing are all I currently require to cement my understanding of which cards work best. It only took me a couple of games on the receiving end of Fireblast and Cursed Scroll to recognize their abusive power.

After I'm satisfied with the cards I have picked from the pool, I go to work on decks. For Rio, I dedicated most of my prep time to Standard and Extended. While the *Vanguard* format did hold some mystery, a lack of interested playtest partners made it difficult to explore. So I picked out new abusive spells I felt most happy working with: Cursed Scroll, Mogg Fanatic, and Jackal Pup in Extended; Capsize, Sapphire Medallion, and Whispers of the Muse in Standard. Then I advanced to the next step in preparation.

Playtesting

Though Scott Johns covered this step of tournament preparation in issue #24 of *The Duelist*, I have some personal techniques that merit discussion. The first of these techniques is to build

simple archetype decks—generally mono-color versions of Standard deck concepts—and retrofit them with four copies of the newest abusive card. For Rio's Standard portion, I took my mono-blue archetype (a deck with four Man-o'-Wars, four Ophidians, four Waterspout Djinns, eight permission spells, four Air Elementals, some Suq'Ata Firewalkers, four Impulses, and a few other things) and inserted some of *Tempest's* abusive blue spells in place of the archetype's less critical components. I did the same thing for Extended, though this time with an archetype mono-red deck with four Lightning Bolts, four Incinerates, four Fireblasts, four Ironclaw Orcs, four Ball Lightnings, several Hammers of Bogardan, and a smattering of other efficient Sligh-style creatures.

With this done, I proceeded to the next step, which was to discern which old cards needed to make way for their *Tempest* replacements. Waterspout Djinn was an obvious choice for removal in my Standard deck, since its island-returning drawback interfered tremendously with the mana-intensive Capsize and Whispers of the Muse. My decisions in Extended were even easier, since the new *Tempest* cards were so much more powerful than the old archetype standbys. Canyon Wildcat replaced Dwarven Soldier, Mogg Fanatic replaced Goblin Vandal, and Cursed Scroll replaced Hammer of Bogardan.

Having constructed early versions of my two decks, I then played with them. During this stage I recommend the use of a rotating sideboard. As I tested out my two decks against a variety of opponents, I played with a "sideboard" of nearly 30 spells, rotating cards in and out every couple games, trying to get an idea about what quantities I wanted in my main deck and which questionable elements were more suited to the sideboard.

Playing with a rotating sideboard in early Standard testing revealed that my deck needed at least a few main-deck copies of Suq'Ata Firewalker and didn't need four Capsizes or any Propagandas against most decks. In Extended, my rotating sideboard indicated that Forsaken Wastes were too hazardous to play against most of the field, and that it was worth having access to four Fireslingers. The final benefit of this technique was that it allowed me to do away with "pet" cards—weak or narrow spells I had been hanging onto out of fondness. For example, my early mono-blue Standard deck actually included Meditate, but playtesting moved it to the sideboard, and then out of the picture completely. At last, with decks and sideboards somewhat stable, I moved to my third step of preparation: using the Internet.

Networking

Without a doubt, the Internet is the greatest resource available to Magic players for deck designs, critique, and innovation. To keep on top of my game, and in preparation for any Constructed tournament, I make frequent use of IRC chat lines such as <#mtg>, <#mtgleague>, and <#mtgpro>, Magic-related newsgroups like <rec.games.trading-cards.Magic.misc> and <rec.games.trading-cards.Magic.strategy>, and some of the many Magic websites, particularly The Magic Dojo at <www.thedojo.com>.

EDITOR'S NOTE: Look for a full exploration of the Internet as a preparation tool in our next issue.

Playing the Metagame

Playing the last-minute metagame, while an ambiguous and confusing process, is what makes the difference between 10th and 100th place. Playing the metagame in this context usually means making late adjustments to your main deck and sideboard, based primarily on hearsay and conjecture, and done primarily to reflect what the competition is favoring. It could even be called "pre-sideboarding." Sometimes this prediction results in a single switch between sideboard and main deck, and sometimes it involves an entire deck swap, as I wound up doing the night before competition began in Rio. Even though I spent over a month playtesting with mono-red, utilizing the techniques described above and feeling confident all the while, the last-second metagame information I gathered in Rio showed me my conclusions were in error.

One of the most important lessons you can learn from metagaming is that no matter how good a concept seems, it won't float against a field that is prepared for it. On the night before the Invitational, I learned that almost all of my competitors had used a deck like mine as a playtest dummy. As a result, they were more than prepared for it. So I switched to a mono-black control deck recommended by Necro-advocate John Chinnock, and then beat him handily en route to a 2-1 finish in Extended. My last-second metagame choice saved me from a pummeling—the first two decks I played against would have annihilated my mono-red deck.

Perhaps the greatest testament to the power of metagaming is the stunning success of the Five Color Green (5CG) deck at regional and national tournaments around the world last year. This deck was assembled by Matt Place and Cathy Nicoloff as the ultimate metagame counterattack. Almost every card in the deck was geared towards gaining an advantage over the expected field, and 5CG's main weapons were directed at the most dominant Standard-format menace: mono-blue. Not since the metagame mayhem wreaked by Turbo Stasis on victims playing mono-black in the '96 U.S. Nationals has a deck so easily wiped out a majority of the competition. In theory, no mono-blue deck could survive the many-pronged assault of 5CG's Winter Orb, River Boa, Karoo Meerkat, and Jolrael's Centaur; in practice, such decks were destroyed in any region where the 5CG deck was heavily played. It is not unreasonable to assume that a complete mastery of the metagame, combined with relatively impeccable play, could practically guarantee Top 8 or better finishes in any Constructed tournament.

Last-minute changes and adjustments are sometimes the most important things I do before a tournament, and I am best

able to make them when completely informed. All in all, the techniques I have described above have led me to a very successful Constructed career on the Pro Tour circuit. I have finished 5th, 11th, and 54th in three events, and the one tournament in which I performed poorly was completely the result of not having followed my own preparatory rules. In the two formats I prepared, researched, and metagamed for in Rio, I went a combined 4-2. Unable to properly research the *Vanguard* format, I wound up playing a deck horribly suited for the metagame, and chalked up a miserable 0-3 in that portion. If you put these theories and practices to good use, you just might be sitting across from me at the final table at the next Pro Tour event. ☛

Brian Weissman's full name does not include "creator of The Deck."

"MY BEST ROUND EVER"

Weissman Recalls One of Rio's Shining Moments

By far, the match that I best remember from Rio was against Tommi Hovi in the Extended portion of the tournament. It was something of an ironic pairing since I had declared the night before how totally unimportant it was to prepare my sideboard for Turbo Stasis since "there's no way that I'm going to have to play Hovi tomorrow."

So, as Tommi sat before me shuffling and smiling, Oile Råde made eye contact from a couple tables away, grinned, and slowly drew his finger across his throat. I nodded, and then went ahead with my fool's errand of trying to beat Squandered Stasis with mono-black control Necro.

The match began badly, as I was forced to mulligan. My redraw didn't help much and during the first few turns I did little more than cast Steel Golem while Tommi cast multiple Howling Mines. By about Turn 10 I was predictably locked up under Stasis with everything on my side tapped and no hope whatsoever. The game actually wound up being kind of close, as Tommi had a little trouble getting mana to maintain Stasis. Twice, thanks to timely Wastelands, he left his upkeep phase with no lands in play, but both times he was able to get land from one of his Howling Mine draws. I eventually conceded, and we went to Game 2.

I really couldn't sideboard much, and to make matters worse, I had to double mulligan for the second game. My third hand had Dark Ritual and Steel Golem, but little else, so I set about the inevitable task of losing the second game. Tommi helped me along, casting Howling Mines on Turns 2 and 3, and by Turn 8 or so, he had Squandered Resources, three Howling Mines, and Stasis in play.

With the lessons from last game learned and few options anyway, I budgeted my Wastelands and began to cripple his shrinking mana supply. As the critical turns went by, I destroyed each untapped land that he played, and I realized I had a chance after all. On what would probably be my last possible turn, he had just one tapped land left in play. My four draws went: Steel Golem, Drain Life, Hymn to Tourach...Demonic Consultation! With no better choice, I Consulted for one of my two remaining Wastelands, and Dame Fortune smiled on me as it was just eight cards deep.

Tommi's Stasis went away during his upkeep, and all he could do was play another land. I untapped, played Lake of the Dead, cast Dark Ritual, and Hymned him twice. The first Hymn got nothing, the second got his one kill card: Chronatog. With the Atog gone, I cast Necropotence, drew no cards, and he wound up getting decked by his own Howling Mines! Even though it was only the second game of the match, I jumped up screaming and high-fived Brian Hacker, who had sat down to watch the drama. I then proceeded to win the final game with an endless barrage of Hymns and Stupors, and the unwinnable match was mine.

Magic can be truly awesome sometimes. —B.W.

Old Wars

SISAY'S QUEST • PART THREE



SHORT STORY **by** KIJ JOHNSON

ILLUSTRATION BY TERESE NIELSEN

LONG BEFORE SHE MET GERRARD AND JOINED HIS QUEST, Sisay began collecting the artifacts that made up Gerrard's mysterious Legacy. After facing down both minotaurs and goblins, Sisay and the *Weatherlight* crew enter the Adarkar Wastes, in search of the Juju Bubble.

"Old Wars" is the third and final installment in an exciting new series of short fiction in *The Duelist*. Written by Kij Johnson, winner of the Theodore A. Sturgeon Award, this is a story of Sisay's youth—and of her own quest.

SISAY BENT over the chart rolled out on the great cabin table, corners weighted down by books and decanters. "It should be simple enough," she said. "Take the *Weatherlight* into the Adarkar Wastes, find the hut, get the Juju Bubble, and fly out."

Her first mate Meida snorted. "Right. If the crazy guy at the library was right. If we can find the village. If it's still there. If the Bubble exists."

Sisay sighed and swallowed some wine. "Meida, it's there. I'm sure of it."

"I suppose." Meida rubbed her eyes. "Maybe I'm just tired of all this jaunting about. I need to see my girls again."

"Your 'girls' are full grown," Sisay said dryly. "They have babies of their own."

Meida grinned. "A mother won't want to see her kids just because they're adults now? I bet your own mother is pinning to see you again, big grown-up girl that you are."

"All right!" Sisay said. "As soon as we pick up the Bubble, we're heading straight back to Femeref. I want to see my parents too."

WITH MEIDA and the minotaur Tahngarth beside her, Sisay watched the ground as the *Weatherlight* ghosted along. Though only leagues from crowded Argivia, the Adarkar Wastes were more barren than she had ever imagined land could be: nowhere the green of grass, not even near the blue-gray waters a few leagues west. The wasteland extended to the horizon and to the ocean, a grim plain of what looked like shattered gray glass; the chaotic rubble of loose rocks and boulders might go fathoms down. Though the *Weatherlight* nearly skimmed the ground, Sisay saw no movement but the little puffs of dust kicked up by her ship's passage. For the fourth time she said, "What could have caused this?"

Again Meida answered, "Old wars. Any villages here are long gone. We're not going to find it, captain."

"No," Sisay said. "The man at the library said the village is newer than this...desolation. It must have been built since then."

"Where?" Meida gestured. "There are no ruins visible and we can see a long way. Are we going to crawl over this entire place?"

"If necessary."

"Captain," Tahngarth said suddenly. "What if the village was not built on the wastelands, but *beneath* them?"

Sisay smiled. "Quite cunning, Tahngarth. That's what I was thinking too." She gestured, indicating the ship's slow progress close over the ground. "We're looking for ruins, yes, but we're also looking for holes in the ground. Unfortunately, in ground like this you have to be immediately over a hole to see it."

"Captain," Tahngarth said, "any underground place breathes. When it's warm above, it breathes out. When it gets cold at night, it breathes in."

"All right," Sisay said slowly. "How will this help?"

Tahngarth grunted. "If we see dust moving for no reason, it might indicate underground spaces."

"The village," Sisay said. "Meida, let the searchers know what to look for, and we'll see if this works."

Meida saluted and trotted away.

"Tahngarth, that was clever thinking," Sisay said.

"Of course," he said, eyes on the sky. She thought he looked smug, but it was hard to tell with minotaurs.

A wind came up as afternoon wore on, but it was no more than a breeze, and when Vidats shouted, "Starboard, three-quarters aft!" Sisay saw the slight darkness he pointed at, as if the air were dirtier there than elsewhere. Her lookouts marked it, and the ship changed course. It was dusk when they came to the series of gaping holes in the tumbled ground.

"This is it," Sisay said with relief. "Just the way he described it. We're only an hour from the coast. We'll head out there, sleep in the water tonight, and start tomorrow."

AT DAWN they brought the ship back to the underground village.

"Can we land?" Meida looked down at the broken boulders that formed the surface. Her expression was dubious.

"Meida, we can land on anything," Sisay gave the orders, and the ship's curved landing spikes emerged from the hull. The *Weatherlight* seemed to hover for a moment before it dropped with enough force to drive the spikes through the rubble. Glassy stone and metal shrieked against each other and the ship lurched sickeningly before setting at an angle.

The hill heaved higher. Stones rolled down its flanks. Dust puffed up, half obscuring whatever was at the hill's heart. Over her shoulder Sisay heard the crew on the ship calling for crossbows.



"Well," Meida said, "that was exciting. Are we going to be able to get out of here?"

"We'll just be careful lifting off, that's all," Sisay said. "Everyone ready?"

Meida nodded. "Groups of two. Half the crew stays on the ship. We're just here for the Bubble, leave everything else alone. I put the new kids in with the two of us, so Tahngarth's with you and Csaba's with me."

"Good." Sisay hesitated. "Though Tahngarth hardly seems inexperienced. Let's go, then."

Sisay stepped carefully from the hatchway to a glassy boulder the size of a pony. It seemed steady enough, but the next one slid under her foot and only by jumping backward did she manage not to slide into a waist-deep crevasse between two rocks. Tahngarth hopped to a flat stone a few paces away. "It's simple enough, captain," he said. "Just watch your balance."

"Simple for you," she said tartly. "You were born to clamber on rocks." She looked up at the *Weatherlight's* hull looming high overhead. "I just hope the ship is as steady as you." She oriented herself and pointed at one of the holes that peppered the area. "All right, let's try this one over here."

Crew members picked their way cautiously to nearby holes. Though the *Weatherlight* hadn't touched ground for many days, the search was quiet, muted, without the festival atmosphere common to landings. People grabbed nervously for their search-partners as they slipped and slid. Meida encouraged Csaba, who grew up in farmland and had never walked on anything like this. As Sisay stepped down the rough-carved stairs just inside the hole, she heard the first mate's voice.

Sound cut off abruptly as Sisay's head went below ground level. The steps led down to a low doorway. The captain bent over and eased through, straightening on the other side to look around. Tahngarth grunted as he followed her through the opening.

The room was far larger than she had expected from the entrance. Its lower half looked as though it had been carved from a single piece of smoke-gray glass. The upper walls and roof had been constructed of great slabs of the dark quartz, fitted and stacked without mortar. Everything in the room—benches, beds, a chest, a table, a cooking stove—had been constructed of the same material. A cupboard carved into the wall held a clutter of boxes and jars, looking a bit like dirty ice. The light that filtered through the room's roof was a rich dreamy gray. "It must have been like living inside a gemstone," Sisay whispered. "Who were these peo-

ple? What happened to them?"

Tahngarth shook his horns. "What is it Meida says? Old wars. I have seen the mines where we cut crystal for our swords, and they are barely more magnificent than this."

Sisay smiled. "Then they must be extraordinary indeed. Well. Let's look, shall we?"

They searched the room and others leading from it but found nothing. When they climbed out, they flagged the hole with a strip of bright yellow cloth: nothing here.

The second hole was similar. So were the third and the fourth. Sisay and Tahngarth broke for lunch with several other teams. "I never want to see gray glass again." Sisay rubbed her aching eyes. "I'll probably have nightmares about being trapped in a glass prison."

"I—" Meida began.

"Metal!" Tterso climbed from a hole, his voice the loudest thing they had heard since landing in this silent place. "There's some sort of metal wall or something. We touched it, and it started rumbling."

"There's no metal here," Sisay frowned. "Meida, can you check on it?"

"Aye, captain. Csaba?" Meida and the new crewmate pulled themselves upright and felt their way toward Tterso, rubbing crumbs from their hands.

They were half-way when the glass boulders behind Tterso started clattering. Tterso and his search partner Djella staggered to one side as the rocks heaved upward to form a mound. Sisay and the others leapt to their feet.

The hill heaved higher. Stones rolled down its flanks. Dust puffed up, half obscuring whatever was at the hill's heart. Over her shoulder Sisay heard the crew on the ship calling for crossbows.

Tterso and Djella tried to scramble backward over the shifting rocks. Tterso appeared to have hurt his leg, and Djella was trying to help him, but it was awkward. The rest of the searchers got to their feet and drew their swords. Csaba had fallen mere steps from the cracking earth; Meida stood braced over her, sword in hand.

The mound shifted, and Sisay saw a huge machine rise from beneath the rubble, a strange clockwork creature made of black metal. A final boulder dropped from one sloping shoulder to shatter at the creature's feet, still sunk deep in the ground cover. The metal beast towered as high as the *Weatherlight's* deck. Weaving from side to side on the end of a long neck was what might be a head. It had no eyes or nostrils, only a metal

The beast's head lashed forward and hissed.
Pale green gas spurting from its mouth. Djella and Tterso
screamed and fell clawing at their faces.



mouth that did not move the way metal should.

Sisay called, "Everyone back to the ship. Slow and careful. Don't rouse it. Get Csaba and Tterso out of there."

The metal beast's head swiveled toward her voice.

"What is that thing for?" Tahngarth rumbled in her ear.

"Old wars," Sisay breathed. "It's not attacking, though. Perhaps it will leave us alone."

Djella and Tterso eased backward with cautious, fumbling steps. While the beast's attention was on Sisay, Meida pulled Csaba upright, and the two women inched toward Djella, who was having trouble keeping Tterso balanced. A stone under their feet shifted; small rocks clattered fell. The beast swung its head toward them. Sisay whispered, "Careful...."

The beast's head lashed forward and hissed. Pale green gas spurting from its mouth. Djella and Tterso screamed and fell clawing at their faces. Even at a distance, Sisay clearly heard Meida's curse as Csaba fell again, trapped between shifting rocks.

"Gas!" Tahngarth thundered forward.

"No!" Sisay grabbed for him, but he was already out of reach. The war beast waded through the rubble, toward Meida and the other three. Sisay fell and stumbled upright again as she followed Tahngarth, shouting to the rest of the crew, "Get to the ship! Get her in the air!"

The *Weatherlight* hummed as it gained power. The war beast tipped its head as if listening. From the corner of her eye Sisay saw a couple of people dive through the hatchway. Good, there were just a handful of crew members still on the ground. The ship pushed against the landing spikes, but the boulders beneath it shattered as it shifted weight. It settled deeper in the broken ground. The war beast charged the ship. Tterso, Meida, Csaba, and Djella were directly in its route.

"No!" Sisay screamed. "Get the ship up! Meida!"

With a strength born of desperation, Djella threw herself to one side, dragging Tterso along. Meida lifted Csaba bodily, then, with a glance at the looming beast, hurled her many yards to the side. The beast swung its head like a maul at the boulder where Meida stood. The rock shattered, and she fell into the rubble, glass shards flying. The war beast stepped forward.

Tahngarth hauled Tterso and Djella away from the beast, Djella staggering alongside, but its attention was focused on the ship. It slammed its head against the closest landing claw just as the ship heaved again, this time breaking free. The ship tilted then righted itself, bobbing up and out of range.

Sisay dove between the beast's feet and forced her way through the shifting glass where Meida had disappeared. She tumbled abruptly through a gap and fell onto a flat surface. She was in one of the glass rooms, this one nearly destroyed by the beast's passage. Meida lay curled in a ball beside a chest, as if she had been seeking shelter. Blood pooled beneath her. Sisay scrambled to her, ignoring the machine's towering legs. "Meida? Are you all right?"

Meida said nothing. Sisay touched her face, but she was already cool to the touch. A shard as long as a sword pierced her neck. *At least it was fast*, thought Sisay.

The war beast moved, and glass cascaded down on Sisay and Meida. The chest shattered as the leg crashed past. And from the wreckage rolled a delicate little construct of twig, twine, and thread, bearing a sphere the color of sunset in its heart: the Juju Bubble.

Cradling it in a cut hand, Sisay crabwalked away from the beast's legs. She saw the sun through a break, and clawed to the surface. The machine was slamming its head at the ground where the *Weatherlight* had been as if it didn't realize the ship was gone.

The *Weatherlight* hovered over Tahngarth, who was helping Djella lift Tterso to the rope ladder that dangled down. Djella held her crewmate close against the ladder and gestured for the ship to pull them up.

Sisay limped to Tahngarth, who grunted, "Meida?"

"Dead," she said.

"We will kill it, then," Tahngarth said and pulled his tekl sword free.

"We can't," Sisay said. "There is nothing to kill."

"But—"

"It's a *thing*, some leftover from a long-dead war. Look at it. There is nothing there." The beast slammed its head into the glass again and again, mindless as a hammer. The ladder dropped again. "Sometimes you can challenge instead of fight. Sometimes you trick instead of fight. Sometimes there is no point to fighting at all. You walk away. Help me bring this up, Tahngarth." She showed him the Juju Bubble, gleaming in her hand. "It was bought with Meida's blood."

Tahngarth looked at her for a long moment, then swung her into the crook of his arm and began the climb away from the dead village and the metal beast.



Sisay's quest for the Juju Bubble is finished. Watch for a new series of Duelist fiction starting in issue #28.



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Earthquake	R	R	\$29.00	\$37.00	\$7.00
Elvish Archers	G	R	\$24.00	\$30.00	\$5.00
Evil Presence	Bk	U	\$3.00	\$3.00	\$1.00
False Orders	R	C	\$5.00	\$5.00	\$2.00
Farmstead	W	R	\$9.00	\$9.00	\$2.00
Fastbond	G	R	\$24.00	\$24.00	\$7.00
Feedback	Bl	U	\$3.00	\$3.00	\$1.00
Fire Elemental	R	U	\$4.00	\$4.00	\$1.00
Fireball	R	C	\$6.00	\$7.00	\$.50
Flare	R	U	\$3.00	\$3.00	\$1.00
Force of Nature	G	R	\$25.00	\$29.00	\$7.00
Forcefield	A	R	\$139.00	\$139.00	\$95.00
Fork	R	R	\$35.00	\$45.00	\$16.00
Fungus	G	R	\$11.00	\$14.00	\$4.00
Gaea's Liege	G	R	\$13.00	\$15.00	\$5.00
Gauntlet of Might	A	R	\$129.00	\$129.00	\$89.00
Giant Growth	G	C	\$4.00	\$4.00	\$.50
Glasses of Urza	A	U	\$3.00	\$3.00	\$1.00
Gloom	Bk	U	\$3.00	\$3.00	\$1.00
Goblin Balloon Brigade	R	U	\$3.00	\$3.00	\$1.00
Goblin King	R	R	\$19.00	\$24.00	\$3.00
Granite Gargoyle	R	R	\$24.00	\$27.00	\$7.00
Green Ward	W	U	\$3.00	\$3.00	\$1.00
Helm of Chatzuk	A	R	\$9.00	\$9.00	\$1.00
Hive, The	A	R	\$10.00	\$12.00	\$2.00
Howling Mine	A	R	\$39.00	\$44.00	\$9.00
Hurricane	G	U	\$3.00	\$3.00	\$1.00
Hypnotic Specter	Bk	U	\$15.00	\$19.00	\$2.50
Ice Storm	G	U	\$22.00	\$22.00	\$14.00
Icy Manipulator	A	R	\$49.00	\$59.00	\$37.00
Illusionary Mask	A	R	\$39.00	\$45.00	\$29.00
Instill Energy	G	U	\$3.00	\$3.00	\$1.00
Invisibility	Bl	C	\$6.00	\$6.00	\$4.00
Iron Star	A	U	\$3.00	\$3.00	\$1.00
Ironclaw Orcs	R	C	\$1.00	\$1.00	\$1.00
Island Sanctuary	W	R	\$9.00	\$9.00	\$2.00
Ivory Cup	A	U	\$3.00	\$3.00	\$1.00
Jade Monolith	A	R	\$9.00	\$9.00	\$2.00
Jade Statue	A	U	\$14.00	\$17.00	\$11.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Jayemdae Tome	A	R	\$29.00	\$39.00	\$3.00
Juggernaut	A	U	\$15.00	\$17.00	\$4.00
Karma	W	U	\$3.00	\$3.00	\$1.00
Keldon Warlord	R	U	\$7.00	\$7.00	\$1.00
Kormus Bell	A	R	\$9.00	\$9.00	\$2.00
Kudzu	G	R	\$9.00	\$9.00	\$2.00
Lance	W	U	\$3.00	\$3.00	\$1.00
Ley Druid	G	U	\$3.00	\$3.00	\$1.00
Library of Leng	A	U	\$3.00	\$3.00	\$1.00
Lich	Bk	R	\$59.00	\$64.00	\$47.00
Lifelorce	G	U	\$3.00	\$3.00	\$1.00
Lifelace	G	R	\$9.00	\$9.00	\$1.00
Lifetap	Bl	U	\$3.00	\$3.00	\$1.00
Lightning Bolt	R	C	\$9.00	\$10.00	\$2.00
Living Artifact	G	R	\$12.00	\$14.00	\$2.00
Living Lands	G	R	\$9.00	\$9.00	\$2.00
Living Wall	A	U	\$4.00	\$4.00	\$1.00
Lord of Atlantis	Bl	R	\$17.00	\$19.00	\$3.00
Lord of the Pit	Bk	R	\$17.00	\$19.00	\$6.00
Lure	G	U	\$3.00	\$3.00	\$1.00
Magical Hack	Bl	R	\$19.00	\$24.00	\$4.00
Mahamoti Djinn	Bl	R	\$27.00	\$37.00	\$8.00
Mana Flare	R	R	\$23.00	\$29.00	\$7.00
Mana Short	Bl	R	\$15.00	\$17.00	\$3.00
Mana Vault	A	R	\$17.00	\$19.00	\$5.00
Manabarb	R	R	\$13.00	\$15.00	\$2.00
Meekstone	A	R	\$22.00	\$24.00	\$4.00
Mind Twist	Bk	R	\$17.00	\$19.00	\$2.00
Mox Emerald	A	R	\$209.00	\$219.00	\$159.00
Mox Jet	A	R	\$219.00	\$229.00	\$169.00
Mox Pearl	A	R	\$219.00	\$229.00	\$169.00
Mox Ruby	A	R	\$219.00	\$229.00	\$169.00
Mox Sapphire	A	R	\$219.00	\$229.00	\$169.00
Natural Selection	G	R	\$32.00	\$34.00	\$24.00
Nether Shadow	Bk	R	\$17.00	\$19.00	\$3.00
Nettling Imp	Bk	U	\$4.00	\$4.00	\$1.00
Nevinyral's Disk	A	R	\$52.00	\$69.00	\$11.00
Nightmare	Bk	R	\$29.00	\$34.00	\$6.00
Northern Paladin	W	R	\$17.00	\$22.00	\$3.00
Obsidian Golem	A	U	\$3.00	\$3.00	\$1.00
Orcish Artillery	R	U	\$9.00	\$9.00	\$1.00
Orcish Oriflame	R	U	\$35.00	\$3.00	\$1.00
Personal Incarnation	W	R	\$17.00	\$19.00	\$3.00
Phantasmal Forces	Bl	U	\$3.00	\$3.00	\$1.00
Phantom Monster	Bl	U	\$5.00	\$6.00	\$1.00
Pirate Ship	Bl	R	\$9.00	\$9.00	\$2.00
Plateau	L	R	\$50.00	\$59.00	\$20.00
Power Surge	R	R	\$12.00	\$14.00	\$2.00
Psionic Blast	Bl	U	\$29.00	\$24.00	\$19.00
Purcelace	W	R	\$9.00	\$9.00	\$1.00
Raging River	R	R	\$39.00	\$44.00	\$29.00
Red Ward	W	U	\$3.00	\$3.00	\$1.00
Regrowth	G	U	\$14.00	\$19.00	\$3.00
Resurrection	W	U	\$3.00	\$3.00	\$1.00
Reverse Damage	W	R	\$18.00	\$22.00	\$4.00
Righteousness	W	R	\$16.00	\$18.00	\$2.00
Roc of Kher Ridges	R	R	\$19.00	\$19.00	\$6.00
Rock Hydra	R	R	\$24.00	\$27.00	\$7.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Rod of Ruin	A	U	\$3.00	\$3.00	\$1.00
Royal Assassin	Bk	R	\$39.00	\$46.00	\$12.00
Sacrifice	Bk	U	\$3.00	\$3.00	\$1.00
Savannah	N	R	\$50.00	\$59.00	\$15.00
Savannah Lions	W	R	\$35.00	\$42.00	\$6.00
Scavenging Ghoul	Bk	U	\$3.00	\$3.00	\$1.00
Scrubland	L	R	\$50.00	\$59.00	\$15.00
Sedge Troll	R	R	\$24.00	\$29.00	\$9.00
Sengir Vampire	Bk	U	\$14.00	\$18.00	\$4.00
Serra Angel	W	U	\$29.00	\$36.00	\$5.00
Shivan Dragon	R	R	\$69.00	\$74.00	\$17.00
Simulacrum	Bk	U	\$3.00	\$4.00	\$1.00
Smkhole	Bk	C	\$17.00	\$19.00	\$13.00
Siren's Call	Bl	U	\$3.00	\$3.00	\$1.00
Sleight of Mind	Bl	R	\$18.00	\$24.00	\$4.00
Smoke	R	R	\$9.00	\$9.00	\$2.00
Sol Ring	A	U	\$18.00	\$22.00	\$6.00
Soul Net	A	U	\$3.00	\$3.00	\$1.00
Stasis	Bl	R	\$24.00	\$32.00	\$5.00
Steal Artifact	Bl	U	\$5.00	\$5.00	\$1.00
Stone Giant	R	U	\$3.00	\$3.00	\$1.00
Sunglasses of Urza	A	R	\$9.00	\$9.00	\$2.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Swords to Plowshares	W	U	\$19.00	\$22.00	\$2.00
Taiga	L	R	\$50.00	\$60.00	\$18.00
Thicket Basilisk	G	U	\$4.00	\$5.00	\$1.00
Thoughtlace	Bl	R	\$9.00	\$9.00	\$1.00
Throne of Bone	A	U	\$3.00	\$3.00	\$1.00
Timber Wolves	G	R	\$17.00	\$19.00	\$2.00
Time Vault	A	R	\$109.00	\$99.00	\$55.00
Time Walk	Bl	R	\$259.00	\$279.00	\$199.00
Timetwister	Bl	R	\$169.00	\$179.00	\$129.00
Tropical Island	L	R	\$50.00	\$59.00	\$15.00
Tsunami	G	U	\$3.00	\$3.00	\$1.00
Tundra	L	R	\$50.00	\$60.00	\$18.00
Tunnel	R	U	\$3.00	\$3.00	\$1.00
Twiddle	Bl	C	\$3.00	\$3.00	\$5.00
Two-Headed Giant of Foriys	R	R	\$54.00	\$59.00	\$42.00
Underground Sea	L	R	\$50.00	\$59.00	\$18.00
Utilden Troll	R	U	\$3.00	\$3.00	\$1.00
Verduran Enchantress	G	R	\$9.00	\$9.00	\$2.00
Vesuvan Doppelganger	Bl	R	\$49.00	\$59.00	\$19.00
Veteran Bodyguard	W	R	\$20.00	\$24.00	\$5.00
Volcanic Eruption	Bl	R	\$9.00	\$9.00	\$2.00
Volcanic Island	L	R	N/A	\$59.00	\$18.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Wall of Air	Bl	U	\$5.00	\$5.00	\$1.00
Wall of Bone	Bk	U	\$3.00	\$3.00	\$1.00
Wall of Brambles	R	U	\$3.00	\$3.00	\$1.00
Wall of Fire	R	U	\$3.00	\$3.00	\$1.00
Wall of Ice	G	U	\$3.00	\$3.00	\$1.00
Wall of Stone	R	U	\$3.00	\$3.00	\$1.00
Wall of Swords	W	U	\$5.00	\$5.00	\$1.00
Wall of Water	Bl	U	\$3.00	\$3.00	\$1.00
Wall of Wood	G	C	\$3.00	\$3.00	\$1.00
Wanderlust	G	U	\$3.00	\$3.00	\$1.00
Warp Artifact	Bk	R	\$13.00	\$17.00	\$2.00
Water Elemental	Bl	U	\$3.00	\$3.00	\$1.00
Web	G	R	\$13.00	\$16.00	\$2.00
Wheel of Fortune	R	R	\$37.00	\$43.00	\$10.00
White Knight	W	U	\$14.00	\$18.00	\$2.00
White Ward	W	U	\$3.00	\$3.00	\$1.00
Will-O'-The-Wisp	Bk	R	\$34.00	\$39.00	\$7.00
Winter Orb	A	R	\$37.00	\$49.00	\$7.00
Wooden Sphere	A	U	\$3.00	\$3.00	\$1.00
Word of Command	Bk	R	\$69.00	\$74.00	\$49.00
Wrath of God	W	R	\$44.00	\$59.00	\$10.00
Zombie Master	Bk	R	\$13.00	\$15.00	\$2.00

REVISED/4TH EDITION/5TH EDITION CARD LIST

Revised	
Starter Deck	\$29.95
Starter Box	\$269.95
Booster Pack	\$7.95
Booster Box	\$299.95
Complete Set	\$239.95
All Commons Not Listed	\$.50 ea

4th Edition	
Starter Deck	\$8.95
Starter Box	\$84.95
Booster Pack	\$2.95
Booster Box	\$94.95
Complete Set	\$179.00
All Commons Not Listed	\$.50 ea

5th Edition	
Starter Deck	\$8.95
Starter Box	call
Booster Pack	\$2.95
Booster Box	call
Complete Set	\$279.95
All Commons Not Listed	\$.50 ea

Card Title	Color	Rarity	Price
Abbey Gargoyles	W	U	\$1.00
Abomination	Bk	U	\$1.00
Abyssal Specter	Bk	U	\$2.00
Adarkar Wastes	L	R	\$7.00
Æther Storm	Bl	U	\$1.00
Air Elemental	Bl	U	\$1.00
Air Elemental	Bl	U	\$1.00
Akron Legionnaire	W	R	\$3.00
Aladdin's Lamp	A	R	\$2.00
Aladdin's Ring	A	R	\$2.00
Alri Baba	R	U	\$1.00
An-Havva Constable	G	R	\$3.00
Angry Mob	W	U	\$1.00
Animate Artifact	Bl	U	\$1.00
Animate Dead	Bk	U	\$1.00
Animate Wall	W	R	\$2.00
Ank of Mishra	A	R	\$2.00
Anti-Magic Aura	Bl	U	\$1.50
Armageddon	W	R	\$10.00
Armageddon Clock	A	U	\$6.00
Ashes to Ashes	Bk	U	\$1.00
Ashnod's Battle Gear	A	U	\$1.00
Aspect of Wolf	G	R	\$3.00
Atog	R	U	\$1.00
Azure Drake	Bl	U	\$1.00
Backfire	Bl	U	\$1.00
Bad Moon	Bk	R	\$8.00
Badlands	L	R	\$16.00
Balance	W	R	\$3.00
Ball Lightning	R	R	\$9.00
Barl's Cage	A	R	\$3.00
Basalt Monolith	A	U	\$1.00
Bayou	L	R	\$13.00
Binding Grasp	Bl	U	\$1.00
Birds of Paradise	G	R	\$7.00
Black Knight	Bk	U	\$2.00
Black Mana Battery	A	R	\$3.00
Black Vise	A	U	\$1.50
Black Ward	W	U	\$5.00
Blessing	W	R	\$1.00
Blight	Bk	U	\$1.00
Blinking Spirit	W	R	\$7.00
Blue Mana Battery	A	R	\$3.00
Blue Ward	W	U	\$.50
Bog Wraith	Bk	U	\$1.00
Bottle of Suleiman	A	R	\$1.00
Bottomless Vault	L	R	\$4.00
Braingeyser	Bl	R	\$6.00
Brass Man	A	U	\$1.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Breeding Pit	Bk	U	\$2.00
Broken Visage	Bk	R	\$3.00
Bronze Tablet	A	R	\$2.00
Brushland	L	R	\$7.00
Burrowing	R	U	\$1.00
Caribou Range	W	R	\$3.00
Carion Ants	Bk	U	\$1.50
Castle	W	U	\$1.00
Cave People	R	U	\$1.00
Celestial Prism	A	U	\$1.00
Channel	G	U	\$1.00
Chaoslace	R	R	\$1.00
Circle of Protection: Artifacts	W	U	\$1.50
City of Brass	L	R	\$9.00
Clockwork Avian	A	R	\$3.00
Clockwork Beast	A	R	\$2.00
Clockwork Steed	A	U	\$1.00
Clone	Bl	U	\$4.00
Cockatrice	G	R	\$3.00
Colossus of Sardia	A	R	\$4.00
Conquer	R	U	\$1.00
Conservator	A	U	\$1.00
Contract from Below	Bk	R	\$2.00
Control Magic	Bl	U	\$1.50
Conversion	W	U	\$1.00
Copy Artifact	Bl	R	\$6.00
Coral Helm	A	R	\$2.00
Cosmic Horror	Bk	R	\$3.00
Counterspell	Bl	U	\$1.50
Craw Giant	G	U	\$1.00
Crimson Manticore	R	R	\$3.00
Crown of the Ages	A	R	\$4.00
Crumble	G	U	\$1.00
Crusade	W	R	\$6.00
Crystal Rod	A	U	\$1.00
Cursed Land	Bk	U	\$1.00
Dance of Many	Bl	U	\$3.00
Dancing Scimitar	A	R	\$2.00
Darkpact	Bk	R	\$2.00
Deathgrip	Bk	U	\$1.00
Deathlace	Bk	R	\$1.00
Deflection	Bl	R	\$5.00
Demonic Attorney	Bk	R	\$2.00
Demonic Hordes	Bk	R	\$6.00
Demonic Tutor	Bk	U	\$4.00
Derelor	Bk	R	\$3.00
Desert Twister	G	U	\$1.00
Detonate	R	U	\$1.00
Diabolic Machine	A	U	\$1.00
Dingus Egg	A	R	\$3.00
Disrupting Scepter	A	R	\$3.00
Divine Transformation	W	U	\$1.00
Dragon Engine	A	R	\$2.00
Dragon Whelp	R	U	\$1.00
Drain Power	Bl	U	\$3.50
Dust to Dust	W	U	\$1.00
Dwarven Catapult	R	U	\$1.00
Dwarven Hold	L	R	\$4.00
Dwarven Drake	L	U	\$1.00
Dwarven Ruins	L	U	\$1.00
Dwarven Weaponsmith	R	U	\$1.00
Earth Elemental	R	U	\$1.00
Earthquake	R	R	\$6.00
Ebon Stronghold	L	U	\$1.00
Ebony Horse	A	R	\$2.00
El-Hajjaj	Bk	R	\$2.00
Elder Druid	G	R	\$3.00
Elder Land Wurm	W	R	\$3.00
Elkin Bottle	A	R	\$3.00
Elven Riders	G	U	\$1.00
Elvish Archers	G	R	\$3.00
Energy Flux	Bl	U	\$1.00
Evil Eye of Orms-by-Gore	Bk	U	\$1.00
Eye for an Eye	Bk	U	\$1.00
Fallen Angel	W	R	\$2.00
Farmstead	W	R	\$2.00
Fastbond	G	R	\$5.00
Feedback	Bl	U	\$1.00
Feldon's Cane	A	U	\$1.00
Fellwar Stone	A	U	\$2.50
Feroz's Ban	A	R	\$2.00
Fire Drake	R	U	\$1.00
Fire Elemental	R	U	\$1.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Flame Spirit	R	U	\$1.00
Flashfires	R	U	\$1.00
Flying Carpet	A	R	\$2.00
Force of Nature	G	R	\$5.00
Forget	Bl	R	\$3.00
Fork	R	R	\$14.00
Fountain of Youth	A	U	\$1.00
Fungusaur	G	R	\$3.00
Fyndhorn Elder	G	U	\$1.00
Gaea's Liege	G	R	\$4.00
Game of Chaos	R	R	\$3.00
Gauntlets of Chaos	A	R	\$3.00
Glacial Wall	Bl	U	\$1.00
Glasses of Urza	A	U	\$1.00
Gloom	Bk	U	\$1.00
Goblin Balloon Brigade	R	U	\$1.00
Goblin King	R	R	\$3.00
Goblin Warrens	R	R	\$4.00
Granite Gargoyles	R	R	\$6.00
Greater Realm of Preservation	W	U	\$2.50
Greater Werewolf	Bk	U	\$2.00
Green Mana Battery	A	R	\$3.00
Green Ward	W	U	\$.50
Havenwood Battleground	L	U	\$1.50
Hecatomb	Bk	R	\$4.00
Helm of Chatzruk	A	R	\$1.00
Hive, The	A	R	\$3.00
Hollow Trees	L	R	\$4.00
Howling Mine	A	R	\$7.00
Hurr Jackal	R	R	\$2.50
Hurricane	G	U	\$1.00
Hydroblast	Bl	U	\$1.00
Hypnotic Specter	Bk	U	\$2.50
Icatian Phoenix	L	U	\$1.00
Icatian Talon	W	R	\$4.00
Icatian Town	L	U	\$3.50
Ice Floe	L	U	\$1.00
Inferno	R	U	\$4.00
Infinite Hourglass	A	R	\$3.00
Instill Energy	G	U	\$1.00
Iron Star	A	U	\$1.00
Ironclaw Curse	R	U	\$3.00
Island Fish Jaconius	Bl	R	\$2.00
Island Sanctuary	W	R	\$1.00
Ivory Cup	A	U	\$1.00
Ivory Guardians	W	U	\$1.00
Ivory Tower	A	R	\$4.00
Jade Monolith	A	R	\$2.00
Julum Tome	A	R	\$3.00
Jandor's Ring	A	R	\$3.00
Jandor's Saddlebags	A	R	\$3.00
Jayemdae Tome	A	R	\$4.00
Jester's Cap	G	U	\$1.00
Johtull Wurm	A	R	\$8.00
Jokulhaups	W	U	\$15.00
Joven's Tools	A	U	\$1.00
Juggernaut	A	U	\$3.00
Junün Efreit	Bk	U	\$1.00
Justice	W	U	\$1.00
Juxtapose	Bl	R	\$3.00
Karma	W	U	\$1.00
Karplusan Forest	L	R	\$8.00
Keldon Warlord	R	U	\$1.50
Killer Bees	G	U	\$2.00
Kismet	W	U	\$1.00
Kjeldoran Royal Guard	W	R	\$5.00
Kjeldoran Skycaptain	W	U	\$1.00
Knight of Stromgald	Bk	U	\$2.50
Kormus Bell	A	R	\$3.00
Kudzu	G	R	\$3.00
Lance	W	U	\$1.00
Land Tax	W	R	\$6.00
Leshrae's Rite	Bk	U	\$1.00
Leviathan	Bl	R	\$4.00
Ley Druid	G	U	\$1.00
Lhurgoyf	G	R	\$8.00
Library of Leng	A	U	\$1.00
Lifeforce	G	U	\$1.00
Lifelace	G	R	\$1.00
Lifetap	Bl	U	\$1.00
Living Artifact	G	R	\$3.00
Living Lands	G	R	\$2.00
Living Wall	A	U	\$1.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Lord of Atlantis	Bl	R	\$3.50
Lord of the Pit	Bk	R	\$5.00
Lure	G	U	\$1.00
Magical Hack	Bl	R	\$4.00
Magnetic Mountain	R	R	\$2.00
Magus of the Unseen			

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REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Sea Sprite	Bl	U	\$1.00
Seasinger	Bl	U	\$1.50
Sedge Troll	R	R	\$6.00
Segovian Leviathan	Bk	U	\$1.00
Sengir Autocrat	Bk	R	\$4.00
Sengir Vampire	Bk	U	\$4.00
Seraph	W	R	\$6.00
Serendib Efreet	Bl	R	\$7.00
Serpent Generator	A	R	\$3.00
Serra Angel	W	U	\$4.50
Serra Besiary	W	U	\$1.00
Serra Paladin	W	U	\$1.00
Shapeshifter	A	U	\$1.00
Shatterstorm	R	U	\$10.00
Shivan Dragon	Bl	R	\$10.00
Simulant Spirit	Bk	U	\$1.00
Sinclairium	Bk	U	\$1.00
Sindbad	Bl	U	\$1.00
Siren's Call	Bl	U	\$1.00
Skull Catapult	A	U	\$1.00
Sleight of Mind	Bl	R	\$4.00
Smoke	R	R	\$3.00
Sol Ring	A	U	\$6.00
Sorceress Queen	Bk	A	\$5.00
Soul Net	A	U	\$1.00
Spirit Link	W	U	\$2.50
Spirit Shackles	Bk	U	\$1.00
Stampede	G	R	\$3.00
Stasis	Bl	R	\$4.00
Steal Artifact	Bl	U	\$1.00
Stone Giant	R	U	\$1.00
Stone Spirit	R	U	\$1.00
Strip Mine	L	U	\$3.50
Stromgard Cabal	Bk	R	\$3.00
Sulfurous Springs	L	R	\$8.00
Sunglasses of Urza	A	R	\$2.00
Syzygiant Temple	L	U	\$1.00
Swords to Plowshares	W	U	\$2.00
Sylvan Library	G	R	\$5.00
Taiga	L	R	\$16.00
Tawnos's Wand	A	U	\$1.00
Tawnos's Weaponry	A	U	\$1.00
Tempt Effrest	R	R	\$2.00
Tetravus	A	R	\$3.00
Thicket Basilisk	G	U	\$1.00
Thoughtlace	Bl	R	\$1.00
Throne of Bone	A	U	\$1.00
Thru Retainer	Bk	U	\$1.00
Timber Wolves	G	R	\$3.00
Time Bomb	A	R	\$4.00
Time Elemental	Bl	R	\$6.00
Titania's Song	G	R	\$2.50
Triskelion	A	R	\$2.50
Tropical Island	L	R	\$11.00
Truce	W	R	\$3.00
Tsunami	G	U	\$1.00
Tundra	R	R	\$16.00
Tunnel	R	U	\$1.00
Uncle Istvan	Bk	U	\$1.00
Underground River	L	R	\$7.00
Underground Sea	L	R	\$14.00
Untamed Wilds	G	U	\$1.00
Urza's Avenger	A	R	\$4.00
Urza's Bauble	A	U	\$1.00
Urthen Troll	U	R	\$1.00
Verduran Enchantress	G	R	\$2.00
Vesuvan Doppelganger	Bl	R	\$17.00
Veteran Bodyguard	W	R	\$4.00
Visions	W	U	\$1.00
Volcanic Eruption	Bl	R	\$16.00
Volcanic Island	L	R	\$1.00
Wall of Air	Bk	U	\$1.00
Wall of Bone	Bk	U	\$1.00
Wall of Brambles	G	U	\$1.00
Wall of Fire	R	U	\$1.00
Wall of Ice	G	U	\$1.00
Wall of Stone	R	U	\$1.00
Wall of Swords	W	U	\$1.00
Wall of Water	Bl	U	\$1.00
Wanderlust	G	U	\$1.00
Warp Artifact	Bk	R	\$3.00
Water Elemental	Bl	U	\$1.00
Web	G	R	\$3.00
Wheel of Fortune	R	R	\$9.00
Whirling Dervish	G	U	\$2.00
White Knight	W	U	\$2.00
White Mana Battery	A	R	\$3.00
White Ward	W	U	\$3.00
Will-O'-The-Wisp	Bl	R	\$5.00
Wind Spirit	Bl	U	\$1.00
Winds of Change	R	R	\$3.00
Winter Blast	G	U	\$1.00
Winter Orb	A	R	\$7.00
Wolverine Pack	G	U	\$1.00
Wooden Sphere	A	U	\$1.00
Word of Blasting	R	U	\$1.00
Wrath of God	W	R	\$9.00
Wretched, The	Bk	R	\$5.00
Wyluli Wolf	G	R	\$5.00
Xenic Poltergeist	Bk	R	\$3.00
Zombie Master	Bk	R	\$3.00
Zur's Weiriding	Bl	R	\$5.00

ARABIAN NIGHTS CARD LIST

Booster Pack	\$79.00
Booster Box	\$4495.00
Complete Set	\$945.00

ARABIAN NIGHTS CARD LIST

Card Title	Color	Rarity	Price
Abu Jafar	W	U	\$6.00
Aladdin	R	U	\$8.00
Aladdin's Lamp	A	U	\$4.00
Aladdin's Ring	A	U	\$4.00
Ali Baba	R	U	\$7.00
Ali from Cairo	R	U	\$79.00
Army of Allah (a)	W	C	\$7.00
Bazaar of Baghdad	L	U	\$19.00
Bird Maiden (a)	R	C	\$2.00
Bottle of Suleiman	A	U	\$5.00
Brass Man	A	U	\$4.00
Camel	W	C	\$1.00
City in a Bottle	A	U	\$14.00
City of Brass	L	U	\$24.00
Cyombajj Witches	Bk	C	\$1.00
Cyclone	G	U	\$4.00
Dancing Scimitar	A	U	\$4.00
Dandan	Bl	C	\$1.00
Desert	C	11	\$2.00
Desert Nomads	R	C	\$2.00
Desert Twister	G	U	\$7.00
Diamond Valley	L	U	\$74.00
Drop of Honey	G	U	\$38.00
Ebony Horse	A	U	\$5.00
El-Hajjaj	Bk	U	\$5.00
Elephant Graveyard	L	U	\$34.00
Erf Raiders (a)	Bk	C	\$1.00
Erhnam Djinn	G	U	\$24.00
Eye for an Eye	W	U	\$4.00
Fishriver Oil (a)	Bl	C	\$1.00
Flying Carpet	A	U	\$5.00
Flying Men	Bk	C	\$6.00
Ghazban Ogre	G	C	\$1.00
Giant Tortoise (a)	Bl	C	\$1.00
Guardian Beast	Bk	U	\$49.00
Hasran Ogress (a)	Bk	C	\$1.00
Hurr Jackal	R	C	\$1.00
Ith-Biff Efreet	G	U	\$29.00
Island Fish Jaconus	Bl	U	\$4.00
Island of Wak-Wak	L	U	\$44.00
Jandor's Ring	A	U	\$6.00
Jandor's Saddlebags	A	U	\$6.00
Jeweled Bird	A	U	\$4.00
Jihad	W	U	\$45.00
Junun Efreet	Bk	U	\$8.00
Juzam Djinn	Bk	U	\$189.00
Khabal Ghoul	Bk	U	\$34.00
King Suleiman	W	U	\$21.00
Kird Ape	R	C	\$2.00
Library of Alexandria	L	U	\$3.00
Magnetic Mountain	R	U	\$99.00
Merchant Ship	Bl	U	\$6.00
Metamorphosis	A	G	\$4.00
Mijae Djinn	R	U	\$7.00
Moorish Cavalry (a)	W	C	\$2.00
Mountain	N	C	\$11.00
Nafs Asp (a)	G	C	\$1.00
Oasis	L	U	\$4.00
Old Man of the Sea	Bl	U	\$29.00
Oubliette (a)	Bk	C	\$3.00
Piety (a)	W	C	\$1.00
Pyramids	A	U	\$17.00
Repentant Blacksmith	W	U	\$6.00
Ring of Ma'ru	A	U	\$34.00
Rukh Egg (a)	C	\$3	\$16.00
Sandals of Abdallah	A	U	\$7.00
Sandstorm	G	C	\$1.00
Serendib Djinn	Bl	U	\$29.00
Serendib Efreet	W	U	\$2.00
Shahrazad	W	U	\$21.00
Sinbad	Bl	U	\$5.00
Singing Tree	G	U	\$36.00
Sorceress Queen	Bk	U	\$11.00
Stone-Throwing Devils (a)	Bk	C	\$4.00
Unstable Mutation	Bl	C	\$5.00
War Elephant (a)	W	C	\$2.00
Wyluli Wolf (a)	G	C	\$5.00
Ydwen Efreet	R	U	\$11.00

ANTIQUITIES CARD LIST

Booster Pack	\$16.95
Booster Box	\$879.00
Complete Set	\$239.00
Commons Not Listed	\$1.00 ea

Card Title	Color	Rarity	Price
Argivian Archeologist	W	U	\$37.00
Argivian Blacksmith	W	C	\$2.00
Armedgeddon Clock	A	U	\$3.00
Ashnod's Altar	A	U	\$3.00
Ashnod's Battle Gear	A	U	\$3.00
Ashnod's Transmogrant	A	U	\$3.00
Atog	R	C	\$4.00
Bronze Tablet	A	U	\$5.00
Candelabra of Tawnos	A	U	\$44.00
Circle of Protection: Artifacts	W	U	\$5.00
Citanul Druid	G	U	\$3.00
Clockwork Avian	A	U	\$8.00
Colossus of Sardia	A	U	\$5.00
Coral Helm	A	U	\$12.00
Cursed Rack	A	C	\$3.00
Damping Field	W	U	\$2.00
Detonate	R	U	\$3.00
Dwarven Weaponsmith	R	U	\$2.00
Energy Flux	Bl	U	\$2.00
Feldon's Cane	A	C	\$6.00
Gaea's Avenger	G	U	\$14.00

ANTIQUITIES CARD LIST (cont.)

Card Title	Color	Rarity	Price
Gate of Phyrexia	Bk	U	\$5.00
Goblin Artisans	R	U	\$2.00
Golgothian Sylex	A	U	\$8.00
Haunting Wind	Bk	U	\$4.00
Hurkyl's Recall	Bl	U	\$3.00
Ivory Tower	A	U	\$6.00
Jalum Tome	A	U	\$5.00
Martyrs of Korlis	W	U	\$4.00
Mightstone	A	U	\$4.00
Millstone	A	U	\$9.00
Mishra's Factory, autumn	L	U	\$17.00
Mishra's Factory, spring	L	U	\$17.00
Mishra's Factory, summer	L	U	\$17.00
Mishra's Factory, winter	L	U	\$19.00
Mishra's War Machine	A	U	\$4.00
Mishra's Workshop	L	U	\$31.00
Obelisk of Undoing	A	U	\$7.00
Onulet	A	U	\$2.00
Power Artifact	Bl	U	\$4.00
Powerleech	G	U	\$4.00
Primal Clay	A	U	\$3.00
Rack, The	A	U	\$3.00
Rocket Launcher	A	U	\$6.00
Shapeshifter	A	U	\$5.00
Shatterstorm	R	U	\$5.00
Strip Mine, horizon/even stripe	L	U	\$18.00
Strip Mine, horizon/uneven stripe	L	U	\$7.00
Strip Mine, no horizon	L	C	\$18.00
Strip Mine, small tower in forest	L	U	\$18.00
Su-Chi	A	U	\$8.00
Tawnos's Coffin	A	U	\$22.00
Tawnos's Wand	A	U	\$3.00
Tawnos's Weaponry	A	U	\$3.00
Tetravus	A	U	\$7.00
Titania's Song	G	U	\$4.00
Transmute Artifact	Bl	U	\$2.00
Triskelion	A	U	\$5.00
Urza's Avenger	A	U	\$6.00
Urza's Miter	A	U	\$6.00
Wall of Spears	A	U	\$2.00
Weakstone	A	U	\$3.00
Xenic Poltergeist	Bk	U	\$3.00
Yawgmoth Demon	Bk	U	\$6.00

LEGENDS CARD LIST

Booster Pack	\$24.95
Booster Box	\$799.00
Complete Set	\$869.00
Italian Legends Pack	\$10.95
Italian Box	\$349.00
Commons not listed	\$1.00 ea

Card Title	Color	Rarity	Price
Abomination	Bk	U	\$3.00
Abyss, The	Bk	R	\$59.00
Acid Rain	Bl	R	\$14.00
Adun Oakenshield	M	R	\$14.00
Adventurers' Guildhouse	L	U	\$3.00
Akron Legionnaire	W	R	\$9.00
Al-abara's Carpet	A	R	\$9.00
Alchor's Tomb	A	R	\$9.00
All Hallow's Eve	Bk	R	\$44.00
Angelic Voices	W	R	\$9.00
Angus Mackenzie	M	R	\$15.00
Anti-Magic Aura	Bl	C	\$2.00
Arboria	G	U	\$5.00
Arcades Sabboth	M	R	\$16.00
Arena of the Ancients	A	R	\$6.00
Avoid Fate	G	C	\$2.00
Axelrod Gunnarson	M	R	\$9.00
Aysha Tanaka	M	R	\$7.00
Azure Drake	Bl	U	\$3.00
Backdraft	R	U	\$3.00
Backfire	Bl	U	\$3.00
Barktooth Warbeard	M	U	\$4.00
Bartel Runeaxe	M	R	\$14.00
Beasts of Bogardan	R	U	\$3.00
Black Mana Battery	A	U	\$4.00
Black	U	U	\$3.00
Blood Lust	R	U	\$6.00
Blue Mana Battery	A	U	\$4.00
Boris Devilhoon	M	R	\$14.00
Brine Hag	Bl	U	\$4.00
Bronze Horse	A	R	\$6.00
Carriion Ants	Bk	R	\$10.00
Cathedral of Serra	L	U	\$4.00
Caverns of Despair	R	R	\$9.00
Chain Lightning	R	C	\$4.00
Chains of Mephistopheles	Bk	R	\$27.00
Chromium	M	R	\$14.00
Cleance	W	R	\$17.00
Cocoon	W	U	\$3.00
Concordant Crossroads	G	R	\$11.00
Cosmic Horror	Bk	R	\$7.00
Craw Giant	G	U	\$5.00
Crevasse	R	U	\$3.00
Crimson Kobolds	R	R	\$8.00
Crimson Manticores	R	C	\$2.00
Crookshank Kobolds	R	C	\$2.00
Dakkon Blackblade	M	R	\$16.00
Darkness	Bk	C	\$2.00
Deadfall	G	U	\$2.00
Demonic Torment	Bk	U	\$3.00
Disharmony	R	R	\$7.00
Divine Intervention	W	R	\$12.00
Divine Transformation	W	R	\$11.00
Dream Coat	Bl	U	\$4.00

LEGENDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Dwarven Song	R	U	\$3.00
Elder Land Wurm	W	R	\$8.00
Elder Spawn	Bl	R	\$8.00
Elven Riders	G	R	\$9.00
Equinox	W	C	\$3.00
Eternal Warrior	R	U	\$3.00
Eureka	G	R	\$34.00
Evil Eye of Orms-By-Gore	Bk	U	\$4.00
Fallen Angel	Bk	U	\$4.00
Falling Star	R	R	\$11.00
Field of Dreams	Bl	R	\$14.00
Firestorm Phoenix	R	R	\$29.00
Floral Spuzzem	G	U	\$3.00
Forethought Amulet	A	R	\$11.00
Fortified Area	W	U	\$3.00
Frost Giant	R	U	\$3.00
Gabriel Angelfire	M	R	\$9.00
Gauntlets of Chaos	A	R	\$8.00
Gosta Dirk	M	R	\$11.00
Gravity Sphere	R	R	\$19.00
Great Defender	W	U	\$3.00
Great Wall	W	U	\$3.00
Greater Realm of Preservation	W	U	\$8.00
Greed	Bk	R	\$9.00

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LEGENDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Rebirth	G	R	\$7.00
Recall	Bl	R	\$9.00
Red Mana Battery	A	U	\$4.00
Reincarnation	G	U	\$3.00
Relic Barrier	A	U	\$6.00
Relic Bind	Bl	U	\$4.00
Remove Enchantments	W	C	\$2.00
Reset	Bl	U	\$4.00
Revelation	G	R	\$5.00
Reverberation	Bl	R	\$12.00
Righteous Avengers	W	U	\$4.00
Ring of Immortals	A	R	\$14.00
Riven Turnbull	M	U	\$4.00
Rohgahh of Kher Keep	M	R	\$13.00
Rubina Soulsinger	M	R	\$12.00
Sea King's Blessing	L	U	\$3.00
Seafarer's Quay	N	U	\$3.00
Seeker	W	U	\$3.00
Segovian Leviathan	Bl	U	\$3.00
Sentinel	A	R	\$7.00
Serpent Generator	A	R	\$9.00
Shield Wall	W	U	\$2.00
Shimian Night Stalker	Bk	U	\$3.00
Silhouette	Bl	U	\$3.00
Sir Shandler of Eberyn	M	U	\$3.00
Sivitri Scarzam	M	U	\$2.00
Sol'kanar the Swamp King	M	R	\$15.00
Spectral Cloak	Bl	U	\$7.00
Spinal Villain	R	U	\$13.00
Spirit Link	W	U	\$6.00
Spiritual Sanctuary	W	R	\$9.00
Stang	G	U	\$5.00
Storm Seeker	M	R	\$10.00
Storm World	R	R	\$12.00
Sunastian Falconer	M	U	\$3.00
Sword of the Ages	A	R	\$27.00
Sylvan Library	G	U	\$7.00
Sylvan Paradise	G	U	\$3.00
Syphon Soul	Bk	C	\$2.00
Tabernacle at Pendrell Vale, The	L	R	\$32.00
Tacklemaggot	Bk	U	\$3.00
Telekinesis	Bl	R	\$8.00
Teleport	Bl	R	\$8.00
Tempest Efreet	R	R	\$7.00
Tetsuo Umezawa	M	R	\$17.00
Thunder Spirit	W	R	\$36.00
Time Elemental	Bl	R	\$12.00
Tobias Andron	M	U	\$3.00
Tolaria	L	U	\$5.00
Tor Wauki	M	U	\$3.00
Torsten Von Ursus	Bk	U	\$3.00
Touch of Darkness	M	U	\$3.00
Triassic Egg	A	R	\$6.00
Tuknir Deathlock	M	R	\$12.00
Typhoon	G	R	\$9.00
Undertow	Bl	U	\$3.00
Underworld Dreams	Bk	U	\$29.00
Unholy Citadel	L	U	\$3.00
Untamed Wilds	G	U	\$3.00
Ur-Drago	M	R	\$12.00
Urborg	L	U	\$5.00
Vaevictis Asmadi	M	R	\$13.00
Visions	W	U	\$2.00
Voodoo Doll	A	R	\$8.00
Wall of Dust	R	U	\$3.00
Wall of Light	W	U	\$3.00
Wall of Opposition	R	R	\$6.00
Wall of Putrid Flesh	Bk	U	\$3.00
Wall of Tombstones	Bk	U	\$3.00
Wall of Wonder	Bl	U	\$3.00
Whirling Dervish	G	U	\$6.00
White Mana Battery	A	U	\$4.00
Willow Satyr	G	R	\$14.00
Winds of Change	R	U	\$4.00
Winter Blast	G	R	\$11.00
Wood Elemental	G	R	\$9.00
Wretched, The	Bk	R	\$18.00
Xira Arien	M	R	\$9.00
Amnesia	Bl	U	\$5.00

THE DARK CARD LIST

Booster Pack \$6.95
Booster Box \$359.00
Complete Set \$129.00
Commons Not Listed \$1.00 ea

Card Title	Color	Rarity	Price
Angry Mob	W	U	\$2.00
Apprentice Wizard	Bl	U	\$2.00
Ball Lightning	R	U	\$14.00
Banshee	Bk	U	\$2.00
Barl's Cage	A	U	\$2.00
Blood Moon	R	U	\$6.00
Blood of the Martyr	W	U	\$2.00
Bone Flute	A	U	\$2.00
Book of Rass	A	U	\$2.00
Brothers of Fire	R	U	\$2.00
Cave People	R	U	\$2.00
City of Shadows	L	U	\$4.00
Cleansing	L	U	\$4.00
Coal Golem	A	U	\$2.00
Curse Artifact	Bk	U	\$2.00
Dance of Many	Bl	U	\$4.00
Dark Sphere	A	U	\$2.00
Diabolic Machine	A	U	\$2.00
Eater of the Dead	Blk	U	\$2.00

THE DARK CARD LIST (cont.)

Card Title	Color	Rarity	Price
Electric Eel	Bl	U	\$2.00
Elves of Deep Shadow	G	U	\$5.00
Eternal Flame	R	U	\$3.00
Exorcist	W	U	\$5.00
Fallen, The	Bk	U	\$2.00
Fasting	W	U	\$2.00
Fellwar's Stone	A	U	\$3.00
Fire and Brimstone	W	U	\$2.00
Fire Drake	R	U	\$2.00
Flood	G	U	\$3.00
Fountain of Youth	A	U	\$2.00
Frankenstein's Monster	Bk	U	\$10.00
Goblin Wizard	Bk	U	\$5.00
Grave Robbers	Bk	U	\$5.00
Hidden Path	G	U	\$8.00
Inferno	R	U	\$4.00
Knights of Thorn	W	U	\$6.00
Leviathan	Bl	U	\$7.00
Living Armor	A	U	\$2.00
Lurker	G	U	\$5.00
Mana Clash	R	U	\$5.00
Mana Vortex	Bl	U	\$5.00
Martyr's Cry	W	U	\$5.00
Maze of Ith	L	C	\$13.00
Merfolk Assassin	Bl	U	\$5.00
Mind Bomb	Bl	U	\$4.00
Nameless Race	Bk	U	\$6.00
Necropolis	A	U	\$2.00
Niall Silvain	G	U	\$6.00
Orc General	R	U	\$3.00
People of the Woods	G	U	\$5.00
Preacher	W	U	\$10.00
Psychic Allergy	Bl	U	\$5.00
Rag Man	Bk	U	\$4.00
Reflecting Mirror	A	U	\$2.00
Runesword	A	U	\$2.00
Safe Haven	L	U	\$4.00
Scarecrow	A	U	\$2.00
Scarwood Bandits	G	U	\$6.00
Scarwood Hag	G	U	\$2.00
Season of the Witch	Bk	U	\$6.00
Sisters of the Flame	R	U	\$2.00
Skull of Orm	A	U	\$6.00
Sorrow's Path	L	U	\$5.00
Spitting Slug	G	U	\$2.00
Standing Stones	A	U	\$2.00
Stone Calendar	A	U	\$10.00
Tangle Kelp	Bl	U	\$2.00
Tyadar's Crusade	W	U	\$2.00
Tower of Coireall	A	U	\$2.00
Tracker	G	U	\$8.00
Uncle Istvan	Bk	U	\$2.00
Wand of Ith	A	U	\$3.00
War Barge	A	U	\$5.00
Whippoorwill	G	U	\$3.00
Witch Hunter	W	U	\$3.00
Worms of the Earth	Bk	U	\$5.00
Wormwood Treefolk	G	U	\$5.00

FALLEN EMPIRES CARD LIST

Booster Pack \$1.00
Booster Box \$49.95
Complete Set \$59.95
Commons Not Listed \$5.00 ea

Card Title	Color	Rarity	Price
Aeolipile	A	U	\$4.00
Balm of Restoration	A	U	\$2.00
Bottomless Vault	L	U	\$5.00
Breeding Pit	Bk	U	\$3.00
Conch Horn	A	U	\$2.00
Deep Spawn	Bl	U	\$3.00
Delif's Cube	A	U	\$2.00
Dereler	Bk	U	\$4.00
Draconian Cylind	A	U	\$2.00
Dwarven Armorer	R	U	\$2.00
Dwarven Catapult	R	U	\$3.00
Dwarven Hold	L	U	\$5.00
Dwarven Lieutenant	R	U	\$3.00
Dwarven Ruins	L	U	\$2.00
Ebon Praetor	Bk	U	\$3.00
Ebon Stronghold	L	U	\$2.00
Elven Lyre	A	U	\$2.00
Elvish Farmer	G	U	\$4.00
Farrel's Mantle	W	U	\$3.00
Farrelite Priest	W	U	\$3.00
Feral Thallid	G	U	\$3.00
Fungal Bloom	G	U	\$4.00
Goblin Flotilla	R	U	\$3.00
Goblin Kites	R	U	\$3.00
Goblin Warrens	R	U	\$5.00
Hand of Justice	W	U	\$5.00
Havenwood Battleground	N	U	\$2.00
Heroism	W	U	\$3.00
Hollow Trees	N	U	\$5.00
Homarid Shaman	Bl	U	\$1.00
Homarid Spawning Bed	Bl	U	\$3.00
Icatian Lieutenant	W	U	\$3.00
Icatian Phalanx	W	U	\$3.00
Icatian Priest	W	U	\$3.00
Icatian Skirmishes	W	U	\$3.00
Icatian Stone	L	U	\$5.00
Icatian Town	W	U	\$3.00
Implements of Sacrifice	A	U	\$2.00
Orcish Captain	R	U	\$3.00

FALLEN EMPIRE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Order of Leitbur	W	C	\$2.00
Order of the Ebon Hand	Bk	C	\$2.00
Orgg	R	U	\$3.00
Raiding Party	R	U	\$3.00
Rainbow Vale	L	U	\$4.00
Ring of Renewal	A	U	\$2.00
River Merfolk	Bl	U	\$3.00
Ruins of Trokair	L	U	\$2.00
Sand Silos	Bl	U	\$2.00
Seasinger	Bk	U	\$3.00
Soul Exchange	A	U	\$3.00
Spirit Shield	A	U	\$3.00
Spore Flower	G	U	\$3.00
Syvelunite Priest	Bl	U	\$3.00
Syvelunite Temple	L	U	\$2.00
Thallid Devourer	G	U	\$2.00
Thelon's Chant	G	U	\$3.00
Thelon's Curse	G	U	\$3.00
Thelonite Druid	G	U	\$3.00
Thelonite Monk	G	U	\$3.00
Thrull Champion	Bk	U	\$4.00
Thrull Retainer	Bk	U	\$3.00
Thrull Wizard	Bk	U	\$3.00
Tidal Influence	Bk	U	\$3.00
Tourach's Chant	Bk	U	\$3.00
Tourach's Gate	Bk	U	\$2.00
Vodalian Knights	Bl	U	\$3.00

CHRONICLES CARD LIST

Booster Pack \$2.48
Booster Box \$74.95
Complete Set \$79.95
Commons not listed \$5.00 ea

Card Title	Color	Rarity	Price
Vodalian War Machine	Bl	U	\$3.00
Zelyon Sword	A	U	\$2.00
Abu Ja'far	W	U	\$3.00
Akron Legionnaire	R	U	\$2.00
Aladdin	W	U	\$3.00
Angelic Voices	W	U	\$5.00
Arcades Sabboth	M	U	\$5.00
Arena of the Ancients	A	U	\$2.00
Axelrod Gunnarson	M	U	\$3.00
Aysha Tanaka	M	U	\$3.00
Azure Drake	Bl	U	\$3.00
Banshee	Bk	U	\$3.00
Barl's Cage	A	U	\$1.00
Beasts of Bogardan	R	U	\$3.00
Blood Moon	R	U	\$4.00
Blood of the Martyr	W	U	\$3.00
Book of Rass	A	U	\$1.00
Bronze Horse	A	U	\$1.00
Chromium	M	U	\$5.00
City of Brass	L	U	\$9.00
Cocoon	G	U	\$3.00
Concordant Crossroads	G	U	\$3.00
Craw Giant	G	U	\$3.00
Cyclone	G	U	\$2.00
Dakkon Blackblade	M	U	\$4.00
Dance of Many	Bl	U	\$2.00
Enchantment Alteration	Bl	U	\$3.00
Erhnam Djinn	G	U	\$5.00
Fallen Angel	Bk	U	\$3.00
Fallen, The	Bk	U	\$3.00
Feldon's Cane	A	U	\$3.00
Fire Drake	R	U	\$3.00
Gabriel Angelfire	M	U	\$2.00
Gauntlets of Chaos	R	U	\$3.00
Goblin Artisans	R	U	\$3.00
Hell's Caretaker	Bk	U	\$7.00
Horn of Deafening	A	U	\$2.00
Ivory Guardians	W	U	\$3.00
Julum Tome	A	U	\$3.00
Jeweled Bird	A	U	\$3.00
Johan	M	U	\$3.00
Juxtapose	Bl	U	\$3.00
Kei Takahashi	M	U	\$3.00
Land's Edge	R	U	\$3.00
Marhauit Elsdragon	L	U	\$3.00
Nebuchadnezzar	M	U	\$5.00
Nicol Bolas	M	U	\$3.00
Obelisk of Undoing	A	U	\$5.00
Palladia-Mors	A	U	\$2.00
Petra Sphinx	W	U	\$3.00
Primordial Ooze	R	U	\$3.00
Puppet Master	Bl	U	\$3.00
Rabid Wombat	A	U	\$1.00
Rakalite	A	U	\$1.00
Recall	Bl	U	\$2.00
Revelation	G	U	\$2.00
Rubina Soulsinger	M	U	\$3.00
Safe Haven	A	U	\$3.00
Sentinel	L	U	\$2.00
Serpent Generator	A	U	\$4.00
Shield Wall	W	U	\$3.00
Shimian Night Stalker	Bk	U	\$3.00
Sivitri Scarzam	M	U	\$1.00
Sol'kanar the Swamp King	M	U	\$4.00
Stang	M	U	\$3.00
Storm Seeker	G	U	\$2.00
Takklemaggot	Bk	U	\$3.00
Teleport	Bl	U	\$3.00
Tobias Andron	M	C	\$1.00
Tor Wauki	M	C	\$1.00

CHRONICLES CARD LIST (cont.)

Card Title	Color	Rarity	Price
Triassic Egg	A	U	\$2.00
Urza's Mine	L	C	\$1.00
Urza's Power Plant	L	C	\$1.00
Urza's Tower	L	C	\$1.00
Vaevictis Asmadi	M	U	\$5.00
Voodoo Doll	A	U	\$2.00
Wall of Opposition	R	U	\$3.00
Wall of Wonder	Bl	U	\$3.00
Wretched, The	Bk	U	\$4.00
Witch Hunter	W	U	\$3.00
Xira Arien	M	U	\$3.00
Yawgmoth Demon	Bk	U	\$3.00

PROMOTIONAL CARDS

Card Title	Color	Rarity	Price
Arena	L	G	\$4.00
Giant Badger	G	R	\$9.00
Mana Crypt	R	R	\$13.00
Nalathni Dragon	R	R	\$6.00
Sewers of Estark	Bk	R	\$1.00
Windseeker Centaur	R	B	\$6.00

ICE AGE CARD LIST

Starter Deck \$8.95
Starter Box \$84.95
Booster Pack \$2.95
Booster Box \$59.95
Complete Set \$139.00
Commons Not Listed \$5.00 ea

Card Title	Color	Rarity	Price
Abyssal Specter	Bk	U	\$2.00
Adarkar Sentinel	A	U	\$1.00
Adarkar Wastes	L	R	\$7.00
Aegis of the Meek	A	R	\$2.00
Aggression	R	U	\$1.00
Altar of Bone	M	R	\$2.00

ICE AGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Game of Chaos	R	R 1	\$2.00
General Jarkeld	W	R 1	\$3.00
Ghostly Flame	M	R 1	\$3.00
Giant Trap Door Spider	M	U 1	\$1.00
Glacial Chasm	L	U 1	\$1.00
Glacial Crevasse	R	R 1	\$2.00
Glacial Wall	Bl	U 1	\$1.00
Glaciers	M	R 1	\$2.00
Goblin Lyre	A	R 1	\$3.00
Goblin Mutant	R	U 1	\$1.00
Goblin Snowman	R	U 1	\$1.00
Gravebind	Bk	R 1	\$3.00
Green Scarab	W	U 1	\$1.00
Hallowed Ground	W	U 1	\$1.00
Halls of Mist	L	R 1	\$2.00
Hecatomb	Bk	R 1	\$3.00
Hematite Talisman	A	U 1	\$1.00
Hipparian	W	U 1	\$1.00
Hot Springs	G	R 1	\$3.00
Hurricane	G	U 1	\$1.00
Hyalopterous Lemure	Bk	U 1	\$1.00
Hymn of Rebirth	M	U 1	\$1.00
Ice Cauldron	A	R 1	\$3.00
Ice Floe	L	U 1	\$1.00
Iceberg	Bl	U 1	\$1.00
Icctquake	Bk	U 1	\$2.00
Icy Manipulator	A	U 1	\$7.00
Icy Prison	Bl	R 1	\$3.00
Illusionary Presence	Bl	R 1	\$2.00
Illusionary Terrain	Bl	U 1	\$1.00
Illusions of Grandeur	Bl	R 1	\$3.00
Infernal Darkness	Bk	R 1	\$2.00
Infernal Denizens	Bk	R 1	\$2.00
Infinite Hourglass	A	R 1	\$2.00
Jester's Cap	A	R 1	\$10.00
Jester's Mask	A	R 1	\$5.00
Jeweled Amulet	A	U 1	\$1.00
Johtul Wurm	G	R 1	\$1.00
Johtulhuaps	R	R 1	\$8.00
Justice	W	U 1	\$1.00
Karplusan Forest	L	R 1	\$7.00
Karplusan Giant	R	U 1	\$1.00
Karplusan Yeti	R	R 1	\$3.00
Kjeldoran Elite Guard	W	U 1	\$1.00
Kjeldoran Frostbeard	M	U 1	\$1.00
Kjeldoran Knight	W	R 1	\$4.00
Kjeldoran Phalanx	W	R 1	\$2.00
Kjeldoran Royal Guard	W	R 1	\$5.00
Kjeldoran Skycaptain	W	U 1	\$2.00
Knight of Stromgald	Bk	U 1	\$3.50
Krovikan Elementalist	Bk	U 1	\$1.00
Krovikan Vampire	Lk	U 1	\$1.00
Land Cap	L	R 1	\$1.00
Lapis Lazuli Talisman	A	U 1	\$2.00
Lava Tubes	L	R 1	\$3.00
Leshrac's Rite	Bk	U 1	\$1.00
Leshrac's Sigil	Bk	U 1	\$1.00
Lhurgoyl	G	R 1	\$8.00
Lightning Blow	W	R 1	\$3.00
Lim-Dul's Hex	Bk	U 1	\$1.00
Lost Order of Jarkeld	W	R 1	\$3.00
Lure	G	U 1	\$1.00
Maddening Wind	G	U 1	\$1.00
Magus of the Unseen	Bl	R 1	\$2.00
Malachite Talisman	A	U 1	\$1.00
Marton Stromgald	R	R 1	\$4.00
Melroe	R	U 1	\$1.00
Mielung	R	U 1	\$1.00
Mercenaries	W	R 1	\$2.00
Merieke Ri Berit	M	R 1	\$2.00
Mesmeric Trance	Bl	R 1	\$2.00
Mind Warp	Bk	U 1	\$1.00
Mind Whip	Bk	R 1	\$2.00
Minion of Leshrac	Bk	R 1	\$4.00
Minion of Tevess Szalt	Bk	R 1	\$2.00
Mole Worms	Bk	U 1	\$1.00
Monsoon	M	R 1	\$3.00
Mountain Titan	M	R 1	\$2.00
Mudslide	R	R 1	\$2.00
Musician	Bl	R 1	\$3.00
Mystic Might	Bk	R 1	\$3.00
Nacre Talisman	A	U 1	\$1.00
Naked Singularity	A	R 1	\$4.00
Nature's Lore	G	U 1	\$1.00
Necropotence	Bk	R 1	\$8.00
Oath of Lim-Dul	Bk	R 1	\$3.00
Onyx Talisman	A	U 1	\$1.00
Orcish Cannoneers	R	U 1	\$1.00
Orcish Healer	R	U 1	\$1.00
Orcish Librarian	R	R 1	\$3.00
Orcish Squatters	R	R 1	\$4.00
Order of the Sacred Torch	W	U 1	\$4.00
Order of the White Shield	W	U 1	\$2.00
Pale Bears	G	R 1	\$2.00
Pentagram of the Ages	A	R 1	\$4.00
Phantasmal Mount	Bl	U 1	\$2.00
Pit Trap	A	U 1	\$1.00
Polar Kraken	Bl	R 1	\$5.00
Pox	Bk	R 1	\$4.00
Pygmy Allosaurus	G	R 1	\$3.00
Pyroblast	R	C 1	\$1.00
Pyroclasm	R	U 1	\$2.00
Reality Twist	Bl	R 1	\$3.00
Reclamation	M	R 1	\$4.00
Red Scarab	W	U 1	\$1.00
Ritual of Subdual	L	R 1	\$2.00
River Delta	G	R 1	\$3.00
Rumored Arch	A	R 1	\$2.00
Sea Spirit	W	U 1	\$1.00
Seraph	Bl	U 1	\$1.00
Shield of the Ages	A	U 1	\$1.00
Shyft	Bl	R 1	\$3.00
Sibilant Spirit	Bl	R 1	\$4.00
Silver Erme	Bl	U 1	\$1.00
Skeleton Ship	M	R 1	\$4.00

ICE AGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Skull Cataapult	A	U 1	\$1.00
Sleight of Mind	Bl	U 1	\$2.00
Snow Fortress	A	R 1	\$3.00
Snow Hound	W	U 1	\$1.00
Snowblind	G	R 1	\$3.00
Soldevi Golem	A	R 1	\$3.00
Soldevi Machinist	Bl	U 1	\$1.00
Soldevi Simulacrum	A	U 1	\$1.00
Soul Barrier	Bl	U 1	\$1.00
Spectral Shield	M	U 1	\$1.00
Spoils of Evil	Bk	R 1	\$3.00
Spoils of War	Bk	R 1	\$2.00
Staff of the Ages	A	R 1	\$3.00
Stampede	G	R 1	\$5.00
Stench of Evil	Bk	U 1	\$1.00
Stone Spirit	R	U 1	\$2.00
Storm Spirit	M	R 1	\$6.00
Stormbind	M	R 1	\$5.00
Stromgald Cabal	Bk	R 1	\$4.00
Stunted Growth	G	R 1	\$4.00
Sulfurous Springs	L	R 1	\$7.00
Sunstone	A	U 1	\$1.00
Swords to Plowshares	W	U 1	\$2.00
Thermokast	G	U 1	\$2.00
Thoughtleech	G	U 1	\$1.00
Thunder Wall	Bl	U 1	\$1.00
Timberline Ridge	L	R 1	\$3.00
Time Bomb	A	R 1	\$4.00
Total War	R	R 1	\$3.00
Touch of Vitae	G	R 1	\$1.00
Trailblazer	G	R 1	\$2.00
Underground River	L	R 1	\$7.00
Uprdraft	Bl	U 1	\$1.00
Urza's Bauble	A	U 1	\$1.00
Veldt	L	R 1	\$3.00
Venomous Breath	G	U 1	\$1.00
Vertigo	R	U 1	\$1.00
Wexing Arcanix	A	R 1	\$5.00
Vibrating Sphere	A	R 1	\$3.00
Walking Wall	A	U 1	\$1.00
Wall of Lava	R	U 1	\$1.00
Wall of Pine Needles	A	U 1	\$1.00
Wall of Shields	A	U 1	\$1.00
War Chariot	A	U 1	\$1.00
Whalebone Glider	A	U 1	\$1.00
White Scarab	W	U 1	\$1.00
Whiteout	G	U 1	\$1.00
Whitgo	G	R 1	\$4.00
Wind Spirit	Bl	U 1	\$1.00
Wings of Aesthir	M	U 1	\$1.00
Winter's Chill	Bl	R 1	\$2.00
Withering Wings	Bk	U 1	\$1.00
Word of Blasting	R	U 1	\$1.00
Wrath of Marit Lage	Bl	R 1	\$3.00
Yavimaya Gnats	G	U 1	\$1.00
Zur's Weiriding	Bl	R 1	\$5.00
Zuran Orb	A	U 1	\$3.00

HOMELANDS CARD LIST

Booster Pack \$1.00
 Booster Box \$49.95
 Complete Set \$69.95
 Commons not listed \$5.00 ea

Card Title	Color	Rarity	Price	
Abbey Gargoyles	W	U 3	1.00	
Aether Storm	Bl	U 3	1.00	
An-Havva Constable	G	U 1	\$3.00	
An-Havva Inn	G	U 3	\$1.00	
An-Havva Township	L	U 3	\$1.00	
An-Zerrin Ruins	R	U 1	\$2.00	
Anaba Ancestor	R	U 1	\$2.00	
Anaba Spirit Crafter	R	U 1	\$2.00	
Apocalypse Chime	A	U 1	\$2.00	
Autumn Willow	G	U 1	\$7.00	
Aysen Abbey	L	U 3	\$1.00	
Aysen Crusader	W	U 1	\$2.00	
Aysen Highway	W	U 1	\$2.00	
Baki's Curse	Bl	U 1	\$2.00	
Baron Sengir	R	U 1	\$4.00	
Beast Walkers	W	U 1	\$2.00	
Black Carriage	Bk	U 1	\$3.00	
Broken Visage	Bk	U 1	\$4.00	
Castle Sengir	L	U 3	\$1.00	
Chain Stasis	Bl	U 1	\$2.00	
Daughter of Autumn	G	U 1	\$2.00	
Death Speakers	G	U 3	\$1.00	
Digeridoo	A	U 1	\$5.00	
Drudge Spell	A	Bk	U 3	\$1.00
Dwarven Pony	R	U 1	\$2.00	
Dwarven Sea Clan	R	U 1	\$2.00	
Eron the Relentless	R	U 3	\$2.00	
Evaporate	R	U 3	\$1.00	
Faerie Noble	G	U 1	\$4.00	
Ferok's Ban	A	U 1	\$2.00	
Forget	Bl	U 1	\$2.00	
Ghost Hounds	Bk	U 3	\$1.00	
Giant Oyster	Bl	U 3	\$1.00	
Grandmother Sengir	Bk	U 1	\$7.00	
Hazduhr the Abbot	W	U 1	\$2.00	
Heart Wolf	R	U 1	\$3.00	
Ibsan's Shade	A	Bk	U 3	\$2.50
Irini Sengir	Bk	U 3	\$1.00	
Ironclaw Curse	R	U 1	\$2.00	
Joven's Tools	A	U 3	\$1.00	
Koskun Falls	Bk	U 1	\$2.00	
Koskun Keep	L	U 3	\$1.00	
Leeches	W	U 1	\$2.00	
Mammoth Harness	G	U 1	\$3.00	
Marjhan	Bl	U 1	\$3.00	

HOMELANDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Mystic Decree	Bl	U 1	\$3.00
Narwhal	Bl	U 1	\$3.00
Orcish Mine	R	U 3	\$2.00
Primal Order	G	U 1	\$5.00
Rashka the Slayer	W	U 3	\$1.00
Retribution	R	U 3	\$1.00
Reveka, Wizard Savant	Bl	U 1	\$3.00
Root Spider	G	U 3	\$1.00
Roots	G	U 3	\$1.00
Rysorian Badger	G	U 1	\$3.00
Sea Sprite	Bl	U 3	\$1.00
Sea Troll	Bl	U 3	\$1.00
Sengir Autocrat	Bk	U 1	\$5.00
Serra Aviary	W	U 1	\$3.00
Serra Inquisitors	W	U 3	\$1.00
Serrated Arrows	C	\$2.00	
Soraya the Falconer	W	U 1	\$3.00
Spectral Bears	G	U 3	\$2.50
Temmerian Fiends	Bk	U 1	\$2.00
Truce	W	U 1	\$2.00
Veldrane of Sengir	Bk	U 1	\$4.00
Wall of Kelp	Bl	U 1	\$2.00
Willow Priestess	G	U 1	\$3.00
Winter Sky	R	U 1	\$2.00
Wizards' School	L	U 3	\$1.00

ALLIANCES CARD LIST

Booster Pack \$3.50
 Booster Box \$134.95
 Complete Set \$99.95
 Commons Not Listed \$5.00 ea

Card Title	Color	Rarity	Price	
Arcane Denial	Bl	C 1	\$2.50	
Ashnod's Cylx	A	R 2	\$3.00	
Balduvian Dead	Bk	U 2	\$1.00	
Balduvian Horde	R	R 2	\$9.00	
Balduvian Trading Post	L	R 2	\$5.00	
Bounty of the Hunt	G	U 2	\$1.00	
Browse	Bl	U 2	\$2.00	
Burnout	R	U 2	\$1.00	
Chaos Harlequin	R	R 2	\$2.00	
Contagion	Bk	U 3	\$1.50	
Deadly Insect	G	U 3	\$1.50	
Death Spark	R	U 2	\$1.00	
Diminishing Returns	Bl	R 2	\$4.00	
Diseased Vermin	Bk	U 2	\$1.00	
Dystopia	Bk	R 2	\$4.00	
Elvish Bard	G	U 2	\$1.00	
Elvish Spirit Guide	G	U 2	\$1.50	
Energy Arc	M	U 2	\$1.00	
Exile	W	R 2	\$7.00	
False Demise	Bl	U 3	\$1.00	
Fatal Lore	Bk	R 2	\$3.00	
Feast or Famine	Bk	U 3	\$1.00	
Floodwater Dam	A	R 2	\$2.50	
Force of Will	Bl	U 2	\$4.50	
Gargantuan Gorilla	G	R 2	\$3.50	
Gorilla Shaman	R	U 3	\$1.00	
Gasha's Scepter	A	R 2	\$1.00	
Hail Storm	G	U 2	\$1.50	
Heart of Yavimaya	L	R 2	\$5.00	
Helm of Obedience	A	R 2	\$8.00	
Inheritance	W	U 2	\$1.00	
Ivory Gargoyle	W	R 2	\$6.00	
Juniper Order Advocate	W	U 2	\$1.00	
Kaysa	G	R 2	\$7.00	
Keeper of Tresserhorn	Bk	R 2	\$5.00	
Kjeldoran Home Guard	W	U 2	\$1.50	
Kjeldoran Outpost	L	R 2	\$12.00	
Krovikan Horror	Bk	R 2	\$3.00	
Krovikan Plague	Bk	R 2	\$1.00	
Lake of the Dead	Bl	R 2	\$10.00	
Library of Lat-Nam	Bl	R 2	\$3.50	
Lim-Dul's Paladin	M	U 2	\$2.00	
Lim-Dul's Vault	M	U 2	\$1.50	
Lodestone Bauble	A	R 2	\$6.00	
Lord of Tresserhorn	M	R 2	\$5.00	
Misfortune	M	R 2	\$4.00	
Mishra's Groundbreaker	A	U 2	\$1.00	
Misinformation	Bk	U 2	\$2.00	
Mystic Compass	A	U 2	\$1.00	
Nature's Blessing	M	U 2	\$1.00	
Nature's Chosen	G	U 2	\$1.00	
Nature's Wrath	G	R 2	\$4.00	
Omen of Fire	R	R 2	\$3.00	
Phantasmal Sphere	Bl	R 2	\$3.00	
Pheldagrif	M	R 2	\$4.00	
Phyrexian Devourer	A	R 2	\$3.00	
Phyrexian Poupal	A	R 2	\$3.00	
Pillage	R	U 2	\$4.50	
Primitive Justice	R	U 2	\$1.50	
Pyrokinesis	R	U 2	\$1.50	
Reprisal	W	U 3	\$1.00	
Ritual of the Machine	R	R 2	\$4.00	
Rogue Skycaptain	Ferok's Ban	R	R 2	\$5.00
Royal Decree	W	R 2	\$3.00	
Scarab of the Unseen	A	U 2	\$1.00	
Scars of the Veteran	W	U 2	\$1.50	
School of the Unseen	L	U 2	\$3.50	
Seasoned Tactician	W	U 2	\$1.50	
Sheltered Valley	L	R 2	\$3.00	
Shield Sphere	A	U 2	\$1.00	
Soi Grail	A	R 6	\$2.00	
Soldevi Digger	A	R 2	\$5.00	
Soldevi Excavations	L	R 2	\$3.00	
Soldier of Fortune	R	U 2	\$1.00	
Spiny Starfish	Bl	U 2	\$1.50	
Splintering Wind	G	R 2	\$3.00	
Storm Cauldron	A	R 2	\$5.00	
Storm Elemental	Bl	U 2	\$1.50	

ALLIANCES CARD LIST (cont.)



Frenetic Efreet	M	R	\$6.00
Goblin Scouts	R	U	\$2.00
Goblin Soothsayer	R	U	\$1.00
Grasslands	L	U	\$1.00
Grim Feast	M	R	\$3.00
Griming Totem	A	R	\$9.00
Hakim, Loreweaver	Bl	R	\$3.00
Hall of Gemstone	G	R	\$5.00
Hammer of Bogardan	R	R	\$19.00
Harbinger of Night	Bk	R	\$3.00
Harbor Guardian	M	U	\$2.00
Harmattan Efreet	Bl	U	\$1.00
Haunting Apparition	M	U	\$1.00
Hazrider Drake	M	U	\$1.00
Hivis of the Scale	R	R	\$4.00
Horrible Hordes	A	U	\$1.00
Igneous Golem	A	U	\$1.00
Illicit Auction	R	R	\$5.00
Illumination	W	U	\$1.00
Infernal Contract	Bk	R	\$5.00
Iron Tusk Elephant	W	U	\$1.00
Jabari's Influence	W	R	\$3.00
Jolrael's Centaur	G	C	\$2.00
Jungle Patrol	G	R	\$5.00
Jungle Troll	M	U	\$1.00
Kaervek's Hex	Bk	U	\$1.00
Kaervek's Purge	M	U	\$1.00
Karoo Meerkat	G	U	\$1.00
Kukemssa Pirates	Bl	R	\$2.00
Lead Golem	A	U	\$1.00
Leering Gargoyle	M	R	\$3.00
Lion's Eye Diamond	A	R	\$6.00
Locust Swarm	G	U	\$1.00
Lure of Prey	G	R	\$3.00
Malignant Growth	M	R	\$3.00
Mana Prism	A	U	\$1.00
Mangara's Blessing	W	U	\$1.00
Mangara's Equity	W	U	\$1.00
Mangara's Tome	A	R	\$4.00
Marble Diamond	A	U	\$2.00
Maro	G	R	\$9.00
Meddle	Bl	U	\$2.00
Melesse Spirit	W	U	\$2.00
Mind Bend	Bl	U	\$1.00
Mind Harness	Bl	U	\$1.00
Mindbender Spores	G	R	\$3.00
Mire Shade	Bk	U	\$1.00
Misery's Cage	A	R	\$4.00
Mist Dragon	Bl	R	\$7.00
Moss Diamond	A	U	\$2.00
Mountain Valley	L	U	\$2.00
Mienda Griffin	W	U	\$2.00
Mystical Tutor	Bl	U	\$3.00
Natural Balance	G	R	\$7.00
Nettletooth Djinn	G	U	\$2.00
Nocturnal Raid	Bk	U	\$1.00
Null Chamber	W	R	\$4.00
Painful Memories	Bk	U	\$1.00
Patagia Golem	A	U	\$1.00
Paupers' Cage	A	R	\$2.00
Pearl Dragon	W	R	\$8.00
Phyrexian Dreadnought	A	R	\$9.00
Phyrexian Purge	M	R	\$3.00
Phyrexian Tribute	Bk	R	\$2.00
Phyrexian Vault	A	U	\$1.00
Political Trickery	Bl	R	\$6.00
Polymorph	Bl	R	\$4.00
Preferred Selection	G	R	\$5.00
Prismatic Boon	M	U	\$1.00
Prismatic Lace	Bl	R	\$2.00
Psychic Transfer	Bl	R	\$2.00
Purgatory	M	R	\$2.00
Purraj of Urborg	Bk	R	\$4.00
Radiant Essence	M	U	\$1.00
Rashida Scalebane	W	R	\$3.00
Ravenous Vampire	Bk	U	\$1.00
Reckless Embergame	R	R	\$4.00
Reflect Damage	M	R	\$3.00
Reign of Chaos	R	U	\$1.00
Reign of Terror	Bk	U	\$1.00
Reparations	M	R	\$4.00
Rock Basilisk	M	R	\$3.00
Rocky Tar Pit	L	U	\$2.00
Roots of Life	G	U	\$2.00
Sacred Mesa	W	R	\$8.00
Sand Golem	A	U	\$1.00
Savage Twister	M	U	\$1.00
Sawback Manticore	M	R	\$3.00
Scaled Fate	M	U	\$1.00
Seeds of Innocence	G	R	\$4.00
Shadowbane	W	U	\$1.00
Shallow Grave	Bk	R	\$6.00
Shauku's Minion	M	U	\$1.00
Shauku, Endbringer	Bk	R	\$5.00
Shimmer	Bl	R	\$7.00
Sidar Jabari	W	R	\$5.00
Sirocco	R	U	\$1.00
Sky Diamond	A	U	\$2.00
Soul Echo	W	R	\$3.00
Soul Rend	Bk	U	\$1.00
Spatial Binding	M	U	\$1.00
Spectral Guardian	W	R	\$2.00
Spirit of the Night	Bk	R	\$10.00
Stupor	Bk	U	\$3.00
Subterranean Spirit	R	R	\$5.00

MIRAGE CARD LIST (cont.)			
Card Title	Color	Rarity	Price
Sunweb	W	R	\$5.00
Superior Numbers	G	U	\$1.00
Suq'Ata Firewalker	Bl	U	\$2.50
Tainted Specter	Bk	R	\$4.00
Taniwha	Bl	R	\$8.00
Teeka's Dragon	A	R	\$9.00
Teferi's Imp	Bl	R	\$4.00
Teferi's Isle	L	R	\$4.00
Telim's Tor	R	R	\$2.00
Telim Tor's Darts	A	U	\$1.00
Telim Tor's Edict	R	R	\$2.00
Tidal Wave	Bl	U	\$1.00
Tombstone Stairwell	Bk	R	\$5.00
Torrent of Lava	R	R	\$3.00
Tropical Storm	G	U	\$1.00
Uktabi Wildcats	G	R	\$6.00
Unerring Slung	A	U	\$1.00
Unfulfilled Desires	M	R	\$6.00
Unseen Walker	G	U	\$1.00
Unyaro Bee Sting	G	U	\$2.00
Unyaro Griffin	W	U	\$2.00
Vaporous Djinn	Bl	U	\$1.00
Ventifact Bottle	A	R	\$4.00
Vigilant Martyr	W	U	\$1.00
Vitalizing Cascade	M	U	\$1.00
Volcanic Dragon	R	R	\$9.00
Volcanic Geyser	R	U	\$2.00
Waiting in the Weeds	G	R	\$4.00
Warping Wurm	M	R	\$3.00
Wave Elemental	Bl	U	\$1.00
Wellspring	M	R	\$3.00
Wildfire Emissary	R	U	\$4.00
Windreaper Falcon	M	U	\$1.00
Withering Boon	Bk	U	\$2.00
Worldly Tutor	G	U	\$3.00
Yare	W	R	\$3.00
Zebra Unicorn	M	U	\$1.00
Zhalfrin Commander	W	U	\$1.00
Zirilan of the Claw	R	R	\$7.00
Zombie Mob	Bk	U	\$1.00
Zubeni, Golden Feather	W	R	\$5.00

VISIONS CARD LIST

Booster Pack \$2.95
Booster Box \$69.95
Complete Set \$129.00
Commons Not Listed \$.50 ea

Card Title	Color	Rarity	Price
Aku Djinn	Bk	R	\$6.00
Anvil of Bogardan	A	R	\$4.00
Archangel	W	R	\$6.00
Army Ants	M	U	\$2.00
Blanket of Night	Bk	U	\$1.00
Bogardan Phoenix	R	R	\$5.00
Brass-Talon Chimera	A	U	\$1.00
Breathstealer's Crypt	M	R	\$3.00
Brood of Cockroaches	Bk	U	\$1.00
Chronatog	Bl	R	\$8.00
City of Solitude	G	R	\$9.00
Coral Atoll	L	U	\$1.00
Corrosion	M	R	\$3.00
Creeping Mold	G	U	\$3.00
Daraja Griffin	W	U	\$1.00
Desertion	Bl	R	\$8.00
Desolation	Bk	U	\$1.00
Diamond Kaleidoscope	A	R	\$4.00
Dormant Volcano	L	U	\$1.00
Dragon Mask	A	U	\$1.00
Dream Tides	Bl	U	\$1.00
Elephant Grass	G	U	\$1.00
Elkin Lair	R	R	\$4.00
Equipose	W	R	\$5.00
Everglades	L	U	\$1.00
Eye of Singularity	W	R	\$3.00
Femeref Enchantress	M	R	\$3.00
Firestorm Hellkite	M	R	\$7.00
Flooded Shoreline	Bl	R	\$3.00
Forbidden Ritual	Bk	R	\$4.00
Foreshadown	Bl	U	\$1.00
Goblin Recruiter	R	U	\$2.00
Griffin Canyon	L	R	\$3.00
Guiding Spirit	M	R	\$3.00
Heat Wave	R	U	\$1.00
Helm of Awakening	A	U	\$1.00
Honorable Passage	W	U	\$2.00
Hulking Cyclops	R	U	\$1.50
Iron-Heart Chimera	A	U	\$1.50
Juju Bubble	A	U	\$1.00
Jungle Basin	L	U	\$2.00
Kaervek's Spite	Bk	R	\$3.00
Karoo	L	U	\$1.00
Katabatic Winds	G	R	\$3.00
Kookus	R	R	\$5.00
Kyscu Drake	G	U	\$1.00
Lead-Belly Chimera	A	U	\$1.00
Lichenthrone	G	R	\$4.00
Lightning Cloud	R	R	\$3.00
Longbow Archer	W	U	\$2.50
Magma Mine	A	U	\$1.00
Man-o'-War	B	C	\$2.00
Matopi Golem	A	U	\$1.00

VISIONS CARD LIST (cont.)			
Card Title	Color	Rarity	Price
Miraculous Recovery	W	U	\$1.00
Mob Mentality	R	U	\$2.00
Mundungu	M	U	\$1.00
Natural Order	G	R	\$5.00
Necromancy	Bk	U	\$2.00
Necrosavant	Bk	R	\$3.00
Nekraital	Bk	U	\$3.50
Ogre Enforcer	R	R	\$3.00
Ovinomancer	Bl	U	\$2.00
Peace Talks	W	U	\$1.00
Phyrexian Marauder	A	R	\$3.00
Pillar Tombs of Aku	Bk	U	\$6.00
Prosperity	Bl	U	\$2.50
Pygmy Hippo	Bl	R	\$4.00
Quicksand	L	U	\$3.00
Quirion Druid	G	R	\$4.00
Rainbow Elf	Bl	R	\$7.00
Relentless Assault	R	R	\$8.00
Relic Ward	W	U	\$1.00
Retribution of the Meek	W	R	\$4.00
Righteous War	M	R	\$4.00
Rowen	G	R	\$4.00
Sands of Time	A	R	\$4.00
Scalebane's Elite	M	U	\$1.00
Shimmering Efreet	Bl	U	\$1.00
Simoon	M	U	\$1.00
Snake Basket	A	R	\$7.00
Spitting Drake	R	U	\$2.50
Squandered Resources	R	R	\$6.00
Stampeding Wildebeests	G	U	\$2.00
Staleman's Legacy	M	R	\$3.00
Summer Bloom	G	U	\$1.50
Suq'Ata Assassin	Bk	U	\$1.00
Talruu Piper	R	U	\$1.00
Teferi's Honor Guard	W	U	\$1.00
Teferi's Puzzle Box	A	R	\$5.00
Teferi's Realm	Bl	R	\$3.00
Tempest Drake	M	U	\$2.50
Three Wishes	Bl	R	\$3.00
Time and Tide	Bl	U	\$1.00
Tin-Wing Chimera	A	U	\$1.00
Tithe	W	R	\$7.00
Triangle of War	A	R	\$3.00
Uktabi Orangutan	G	U	\$2.50
Undiscovered Paradise	L	R	\$13.00
Vampiric Tutor	Bk	R	\$12.00
Vampirism	Bk	U	\$1.50
Vaishino Sandstalker	R	U	\$3.00
Vaishivan Dragon	M	R	\$5.00
Wand of Denial	A	R	\$5.00
Waterspout Djinn	Bl	U	\$1.00
Wind Shear	G	U	\$1.00
Zhalfrin Crusader	W	R	\$6.00

WEATHERLIGHT CARD LIST

Booster Pack \$2.95
Booster Box \$69.95
Complete Set \$149.00
Commons Not Listed \$1.00 ea

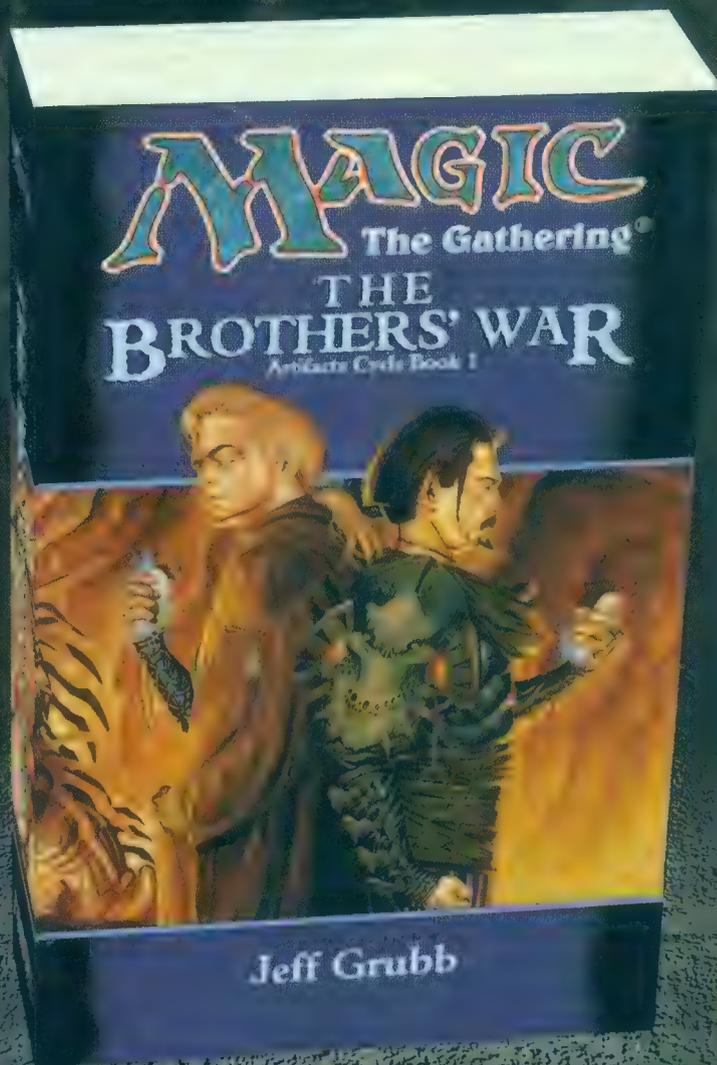
Card Title	Color	Rarity	Price
Abduction	Bl	U	\$2.00
Abeysance	W	R	\$13.00
Aboroth	G	R	\$6.00
Ether Flash	R	U	\$3.00
Agonizing Memories	Bk	U	\$1.00
Alabaster Dragon	W	R	\$8.00
Ancestral Knowledge	Bl	R	\$8.00
Arctic Wolves	G	U	\$1.50
Argivian Find	W	U	\$1.50
Argivian Restoration	Bl	U	\$1.00
Aura of Silence	W	U	\$1.00
Avizoa	Bl	R	\$5.00
Barishi	G	U	\$1.50
Bone Dancer	Bk	R	\$6.00
Bösium Strip	A	R	\$8.00
Bubble Matrix	A	R	\$7.00
Buried Alive	Bk	U	\$1.00
Call of the Wild	G	R	\$8.00
Chimeric Sphere	A	U	\$1.50
Cinder Giant	R	U	\$1.00
Circling Vultures	R	U	\$1.00
Cloak Djinn	Bl	U	\$1.50
Cloud of Flame	R	U	\$1.50
Debt of Loyalty	W	R	\$5.00
Dense Foliage	G	R	\$5.00
Desperate Gambit	R	U	\$1.00
Dingus Staff	A	U	\$2.50
Doomsday	Bk	R	\$6.00
Downdraft	G	U	\$1.00
Dwarven Thaumaturgist	R	U	\$5.00
Ertai's Familiar	Bl	R	\$6.00
Fallow Wurm	G	U	\$1.00
Familiar Ground	G	U	\$1.50
Fervor	R	R	\$4.00
Festering Evil	Bk	U	\$1.00
Firestorm	R	R	\$8.00
Forisyan Brigade	W	U	\$1.00
Fungus Elemental	G	R	\$4.00
Gaea's Blessing	G	U	\$3.00
Gallowbraid	Bk	R	\$4.00
Gemstone Mine	L	U	\$5.50
Gerrard's Wisdom	W	U	\$1.00
Goblin Bomb	R	R	\$7.00
Goblin Grenadiers	R	U	\$1.00
Harvest Wurm	G	C	\$1.50

WEATHERLIGHT CARD LIST (cont.)			
Card Title	Color	Rarity	Price
Heart of Bogardan	R	R	\$8.00
Heat Stroke	R	R	\$3.00
Hidden Horror	Bk	U	\$1.50
Hurlion Shaman	R	U	\$1.00
Infernal Tribute	Bk	R	\$4.00
Inner Sanctum	W	R	\$1.00
Jabari's Banner	A	U	\$1.50
Java Hounds	R	U	\$2.50
Liege of the Hollows	G	R	\$3.00
Llanowar Behemoth	G	U	\$1.50
Lotus Vale	L	R	\$21.00
Mana Web	A	R	\$9.00
Maraxus of Keld	R	R	\$11.00
Master of Arms	W	U	\$1.00
Mischievous Poltergeist	Bk	U	\$1.00
Mistmoon Griffin	W	U	\$1.00
Morinfen	Bk	R	\$5.00
Mwonvuli Ooze	G	R	\$3.00
Nature's Resurgence	G	R	\$7.00
Necrotog	Bk	U	\$3.00
Noble Benefactor	Bl	U	\$1.50
Null Rod	A	R	\$7.00
Odylic Wraith	Bk	U	\$1.50
Orchish Settlers	R	U	\$2.00
Paradigm Shift	Bl	R	\$6.00
Peacekeeper	W	R	\$6.00
Pendrell Mists	Bl	R	\$6.00
Phantom Warrior	Bl	U	\$1.50
Phyrexian Furnace	A	U	\$1.50
Psychic Vortex	Bl	R	\$5.00
Relearn	Bl	U	\$2.50
Revered Unicorn	W	U	\$2.00
Roc Hatchling	R	U	\$2.50
Rogue Elephant	G	C	\$1.50
Scorched Ruins	L	R	\$9.00
Serenity	W	R	\$4.00
Serra's Blessing	W	U	\$2.00
Serrated Biskelion	A	U	\$1.50
Southern Paladin	W	R	\$4.00
Steel Golem	A	U	\$2.00
Strands of Night	Bk	U	\$1.50
Straw Golem	A	U	\$1.00
Sylvan Hierophant	G	U	\$1.50
Tariff	W	R	\$3.00
Teferi's Veil	Bl	U	\$2.00
Thran Forge	A	U	\$2.00

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Trot with the Tauntauns

Swim with the Sharks," reads the Magic Pro Tour's alluring come-on for its March stop in Los Angeles. "Will you tear into your opponents? Or are you just bait?"

The Pro Tour attracts excellent, very serious players. Looking on (quietly!) from the tournament sidelines, we can picture these ambitious champions as sharks: shrewd, silent, alert. Sanctioned judges, too, behave somberly. This is the culture of Magic Pro Tour tournaments.

Today every publisher of trading card games pays close attention to tournaments. "I don't think you can succeed with a game without tournaments," says Matt Mariani, marketing director at Decipher, which sponsors about 300 *Star Wars* and *Star Trek* tournaments every week. Yet Decipher, like some other publishers, has promoted a different culture for its tournaments.

"Our goal is that everyone walks away from a tournament saying, 'Wow, I had a good time,' whether they won or lost," says Mariani. "When we follow that rule of thumb, the rest just falls into place. People don't have fun if they feel the rules are being misused, so we guard against that—but the first order of the day isn't 'Make sure everyone is sitting down at exactly this time.'"

What about Iron Crown's *Middle-earth: The Wizards*? The primary goal of its tournament players is not victory but "experiencing Tolkien," says ICE's Mike Reynolds. "People going into tournaments make decks that play out their fantasies about Middle-earth. They're interested in competing, but that's less important than interacting with other players and Tolkien fans." Of course, these laid-back tournaments might tense up were \$150,000 at stake, as it was when the Magic sharks swam in Los Angeles. Yet tournament culture depends not only on the prizes, but on the sponsoring company's goals. Wizards of the Coast promotes Magic as an intellectual sport, like chess. In contrast, FASA's tournament rules for *Shadowrun* encourage "lots of smiles and laughter," says designer Mike Nielsen. "Multiplayer play is a major aspect. We're looking for a slightly crazier, more random feel—not cutthroat."

Steve Domzalski organized Fleeer/SkyBox's *OverPower* Legion and now runs *Babylon 5* tournaments for Precedence. "I consciously tried to promote a 'family' atmosphere in the Legion," he says, and he's taking the same approach with B5. "At *OverPower* tournaments, even when there was significant money on the line, I'd see players chatting casually, laughing together, discussing cards. If Magic tournament players acted that way...well, I think we'd have world peace, don't you?"

by Allen Varney <APVarney@aol.com>

Aliens Predator (HarperPrism, New York City): Harper plans a second printing of the basic game soon. A projected expansion based on the *Alien Resurrection* movie may appear by June. Harper's Mike Campbell describes it as "very character-driven," eschewing new rules or card types. The company website should now have a corrected card list, scenarios, and information on a tournament support program. "We're really gratified with the public response," says Campbell.

<hprismccg@aol.com>; <www.harperprism.com/ccg>

Babylon 5 (Precedence, Tempe, AZ): The 200-card *Shadows* expansion, out about now (12-card boosters with two rares, \$2.75), includes Vorlon and Shadow ships, the mad Centauri emperor Cartagia, and an upgraded version of Shadow agent Morden. Morden actor Ed Wasser has autographed random insert cards. New "starting agenda" cards add early strategy. This summer, look for a Deluxe Edition of the basic game with clarified rules and improved art. In early fall expect *The Great War*, an expansion keyed to the series' fourth season.

<B5Events@aol.com>; <www.eternity.com>

Highlander (Thunder Castle Games, Kansas City, MO): Thunder Castle filed for Chapter 11 bankruptcy in January, but the company still plans vigorous support for *Highlander*. Out soon, Mike Sager's standalone movie expansion *The Gathering* reissues the cards from the original *Movie Edition*, plus cards for four new Immortals (Caine, Fasil, Cordo, and Reno). Fifty-five-card starters (\$9.95) mix reprinted and new cards; 15-card boosters (\$2.95) have all-new cards. Five thousand limited-edition *Collectors' Tins* reprint all cards from the original game, plus useful duplicates and eight new Nemesis cards (265 cards, \$150). Early summer's *The Methos Collection*, a limited run of 5,000 50-card sets, will let players become Methos, the oldest Immortal in the *Highlander* TV series. Each set will include the Methos persona, two premium cards, and a Quicken card (\$100). <tcgames@aol.com>; <www.tcgames.com>

Middle-earth: *The Wizards* (Iron Crown Enterprises, Charlottesville, VA): Late April will bring the *White Hand Player's Guide* by Jeff Hannes (64 pages, \$12) and *Mordor Sites & Scenarios* by Steve Ahrenberg (16 pages plus map, \$10). The "Booster Box" announced

GAME NEWS & UPDATES

[continued]

last issue (56 booster packs in carrying case, plus 18 new promo cards) is "eighty percent likely to happen, and eighty percent likely in May," says ICE's Mike Reynolds. In June *The Balrog* expansion (100+ cards, 12-card boosters with two rares, \$3.25) will offer your basic shapeshifting monster, plus three enhanced manifestations: Flame of Adun (fiery), Great Shadows (dark and stealthy), and Strangling Coils (a vulnerable but mobile serpent form). The Balrog can find Underdeep sites inaccessible to other players, and can unearth Shelob-like giant spiders, children of Ungoliant. Also coming in June is the board game *Elrond's House*. ME:TW expansions due in late summer and late fall: *The Elf Lords* and *The Dwarf Lords*. <ice@ironcrown.com>; <www.ironcrown.com>

5 **Shadowrun** (FASA Corporation, Chicago): This summer's expansion, with the working title *Corp War*, will tie into the

roleplaying game's summer "Blood in the Boardroom" storyline. Slightly smaller than *Underworld*, *Corp War* adds corporate-sponsored runner teams and many corp-specific cards. New corporate agenda cards (shades of *Netrunner!*) have far-reaching effects on runner teams. Designer Mike Nielsen says *Shadowrun* is "doing quite well. It'll be around for a long time." <FASAINfo@aol.com>; <www.fasa.com>

5 **Star Trek CCG** (Decipher, Norfolk, VA): This summer a "sealed-deck tournament product," still untitled, will introduce a fixed set of 20 black-border cards that will make starter decks tournament-playable. The product, priced around \$15-20, will also include four white-border booster packs and an *Alternate Universe* booster, all in a custom storage box. There are six different box designs: Federation, Klingon, Romulan, Borg, Cardassian, and Bajoran. The last two presage this summer's double-sized (260-card) expansion, *Deep Space Nine* (9-card boosters, \$2.50). <CCGCustomerService@decipher.com>; <www.decipher.com>

5 **Star Wars CCG** (Decipher): Decipher has secured rights to keep selling *Star Wars* even after the new movie debuts in May 1999. "We're one of the few licensees that can continue selling the existing product," says marketing director Matt Mariani. "It has to do with the nature of customizable card games. They shouldn't really come to a conclusion." After a *Special Edition* expansion and the *Return of the Jedi* sets *Endor* and *Death Star II*, the company plans expansions based on *Star Wars* novels and computer games. Decipher is also considering a new trading card game based on the upcoming movie trilogy.

Star Wars will soon get a "sealed-deck tournament product" similar to *Star Trek's* (described above). The storage box, in one of six designs (Luke, Leia, C-3PO, Vader, Jabba, and Boba Fett), will include a fixed set of 18 new black-border cards, four *Unlimited* white-border boosters, and one *New Hope* booster. Price should be \$15-20.

PREVIEWS

5 **Spammers** (Atlas Games, Roseville, MN): Due in May, this satirical, non-collectable card game casts players as senders of junk Internet email, spamming proprietary lists of groups like Bigots on Parade and Sex-Starved Teenage Boys. "Send your money today!" says the publisher. "Spammers will make women flock to you! Spammers will make you filthy rich beyond your wildest dreams! Spammers contains a full set of Moxes!" Designed by Jeff Tidball, *Spammers* has 110 cards (no Moxes), 125 counters, and one die, boxed (\$24.95).

This summer Atlas will also release another card game, *Corruption*, by Bruno Faidutti (*Knightmare Chess*), and a Cthulhoid board game, *Cults Across America*. <AtlasGames@aol.com>; <members.aol.com/atlasgames/spammers.html>

5 **Orcs and Trolls** (Iron Crown Enterprises): In this simple, fast-paced non-collectable card game (unrelated to ICE's Tolkien license), each of two to four players controls a pack of orc thieves, trying to protect their treasure from enemy elves and dwarves. Games last 90 minutes. Out in May, it will have 132 cards and four dice (\$11.95). <ice@ironcrown.com>; <www.ironcrown.com>

electronic game news

✦ **Wing Commander** designer Chris Roberts finally breaks into film as director of the \$27 million *Wing Commander* movie, starring Freddie Prinze, Jr. as Blair, Malcolm McDowell, and Jurgen Prochnow. Featuring a brand-new storyline, the Fox film is now shooting in Luxembourg.

✦ Fans of Games Workshop's *Warhammer Fantasy Roleplay*, check out Mindscape's licensed *Warhammer: Dark Omen* real-time strategy game. In this sequel to *Shadow of the Horned Rat* you command the Grudgebringer Mercenaries against the Dread King's Black Grail Knights, undead, and orcs wielding "Waaagh" magic. *Dark Omen* features terrain, lines of sight, two-player play, a smoother interface, 3D graphics, and a characteristically grim story line.

✦ New York market analyst Access Media International estimates the size of America's video and computer game market at \$27 billion in 1997, with strong growth ahead. No clear leader controls PC gaming. The two biggest publishers are Electronic Arts (12% of the market) and Microsoft (10%).

✦ In 1979 the British company Hartland Trefoil published Francis Tresham's board game *Civilization*. Avalon Hill did the American edition in 1981. AH licensed the name to MicroProse for two bestselling computer strategy games (1991 and 1996), then adapted the board game to computer format as *Advanced Civilization* (1996). Last year AH licensed the name again, this time to Activision. In response, MicroProse bought Hartland Trefoil and is now suing both Avalon Hill and Activision for trademark infringement. Is this truly "Civilization...?"



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Stay Tuned to This Station

Precedence Serves Up the First, Best Hope for B5 Gamers

by Cory Herndon

Sheridan does show up, he can replace Sinclair for free). Ambassadors are fixed in each race's starter deck along with the other cast members one would expect to see supporting that race. For example, the Human starter includes Garibaldi, Franklin, and Ivanova; the Minbari get Lennier and several Grey Council members. It's a good idea to begin with an additional character, an agenda, and perhaps your race's homeworld to fill out your hand. Play then proceeds in order of influence; those with the least influence go first. Other forces in the galaxy have their own influence that may be adjusted throughout the game—the Vorlons, the Shadows, and the Babylon 5 station itself. These additional vectors also require your attention because their influence affects the races in different ways.

Each faction has its strengths and weaknesses that correspond to the types of conflicts that arise. The Centauri are masters of intrigue; the Narn have a great war machine powered by the desire for revenge against

their former Centauri oppressors, the Minbari possess a fearsome navy and shine in the area of diplomacy. Humans, fittingly, don't exceed in any category, but can hold their own in almost all of them.

Some powerful cards represent races that do not yet have their own factions and hence cost more to play. Kosh Naraneek is currently the only Vorlon character, and there are several non-aligned fleets that belong to races like the Markab and the Vree that may eventually be playable with a League of Non-Aligned Worlds faction. Many of the highest-ability characters owe their allegiance to no one and are considered neutral—cards like Jason Ironheart, Bester, Jha'Dur the Deathwalker, and Elric the Technomage may be used with any faction and should soon become hot properties.

Characters may either be *supporting* (all characters except your ambassador are supporting when they first enter play) or part of the ambassador's *inner circle*. One big difference between supporting and inner circle characters is what happens to them when they are *neutralized*—cards are usually neutralized as a result of taking damage in an attack and are then placed face down. Neutralized supporting cards are discarded at the end of the turn, but inner circle members may be kept on the table and healed. It is possible to promote your supporting characters into the relative safety of the inner circle, but like most actions, doing so requires the expenditure of influence.

A faction's course of action is dictated by its agenda. Normal agendas play as an action and set certain conditions that aid a faction in their quest for victory. Often, the agenda will change a faction's victory requirements, such as Alliance of Races, a

The long-awaited Babylon 5 CCG has arrived, and Precedence has done the popular sci-fi series justice—the card game is just as complicated and involved as the show's five-year story arc. Each player represents a race on the Babylon 5 Council of Races. There are currently four in the game: Narn, Centauri, Minbari, and Human. Players use *influence* (a measure of each faction's strength) to bring cards into play, purchase favors, and contribute to *power*, which ultimately decides the game. Various card types include characters, groups, fleets, events, locations, agendas, enhancements, conflicts, and aftermaths. Game factors like tension, unrest, and influence are tracked on a color sheet that comes with each starter.

After selecting a race, each player chooses a starting hand of four cards. One of these cards must be a starting ambassador: Londo Mollari for the Centauri, Delenn for the Minbari, G'Kar for the Narn, and Jeffrey Sinclair for the Humans (when Captain



Careful manipulation of agendas can keep one faction off your back long enough for you to stick a knife in theirs.

Babylon 5 Collectible Card Game

Precedence Publishing
Tempe, AZ

FORMAT

60-card starters, 8-card boosters; for 2-4 players; playing time 60-90 minutes.

GAME DESIGN

Precedence Design Team

GRAPHIC DESIGN

Ran Ackels

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www:eternity.com



Human agenda that lets the Human player count Babylon 5's influence as all-important power. Other agendas, such as Revenge, reward military might and battle. Careful manipulation of agendas can keep one faction off your back long enough for you to stick a knife in theirs.

Interaction is also governed by *tension*. Tension between races can lead to improved relations (if it's low) or a Declaration of War (if tension is five or greater). Most factions start with fairly low tension toward each other, although some start quite high, like the Narn and Centauri. Tension leads to conflict—conflict types correspond to character abilities (diplomacy, intrigue, psi, or military)—and once played, conflicts are supported or opposed by the other players. Within the conflict, separate attacks may also be made to remove support or opposition. Conflict is a rich and unpredictable part of Babylon 5, and the mechanics, while complicated, capture the flavor of the show quite well. You'll often find yourself at one player's throat on one turn, then allied for the common good the next.

Aftermaths may be played once a conflict is resolved. These cards have long-lasting effects on play, such as War Hero, a card that rewards a player for capturing a location, or United Front, which can boost an ambassador's diplomatic ability. Careful use of aftermaths can lend tactical advantages early in the game.

All of the cards are designed well, though the images are not always the most attractive (rumor has it that the card designers were limited in their use of images by Warner Bros., an unfortunate case of corporate myopia). Some of the characters—Sinclair for example—could really use an hour or two in Decipher's art department. The prettiest cards are the ones that feature external shots of the stations and ships, presumably because these images were already computer-generated creations. The only other complaint one might levy against the game is that it is token happy. Tension, unrest, and influence must all be tracked individually for each race, and damaged or neutralized cards are also littered with little beads, peanuts, and pennies. This can be *very* annoying for players new to TCGs.

The Babylon 5 Collectible Card Game should be well received by hardcore gamers and rabid fans of the show alike—but if this game is to survive, it will need to be more accessible to the casual player. The structure doesn't lend itself well to a two-player game, and it would be nice if two different players could play the same race (the rules do not currently allow for duplication). On the up side, the creators show a firm understanding of the show's appeal and have flavored the game accordingly. J. Michael Straczynski's universe offers a great creative framework in which to play, and the *Babylon 5* series will only continue to gain momentum now that it has a permanent home on TNT. The B5 card game is a good start—a bright, if uncertain, dawn for the Third Age of Mankind. ■

Only Henderson was replaced by an agent of the Bluebirds months ago, but it hasn't really affected his sunny disposition.

BABYLON CARD LIST

Name	Card Type	Rarity
1. A Brighter Future	Conflict	Rare
2. A Good Bluff	Event	Common
3. A Rising Power	Agenda	Common
4. Accident	Event	Common
5. Adira Tyree	Character	Fixed
6. Affirm Alliance	Event	Fixed
7. Affirmation of Peace	Conflict	Fixed
8. Affirmation of Power	Conflict	Fixed
9. Alliance	Conflict	Common
10. Alliance of Races	Agenda	Fixed
11. Approval of the Grey	Aftermath	Fixed
12. Armed Resistance	Enhancement	Uncommon
13. Armistice	Event	Common
14. As It Was Meant to Be	Agenda	Rare
15. Ashan	Character	Fixed
16. Assault Troops	Enhancement	Uncommon
17. Assigning Blame	Aftermath	Fixed
18. Attacking Pawns	Conflict	Common
19. Avert Incident	Event	Common
20. Babylon 5 Unrest	Enhancement	Rare
21. Backroom Dealing	Enhancement	Uncommon
22. Balance	Event	Fixed
23. Battle Tested	Aftermath	Uncommon
24. Bester	Character	Rare
25. Bio-Weapon Discovery	Conflict	Rare
26. Black Market	Conflict	Uncommon
27. Blockade	Conflict	Rare
28. Blood Oath	Aftermath	Uncommon
29. Book of G'Quan	Enhancement	Fixed
30. Border Raid	Conflict	Fixed
31. Campaign for Support	Conflict	Common
32. Carn Mollari	Character	Fixed
33. Carpe Diem	Event	Rare
34. Casualty Reports	Aftermath	Rare
35. Catherine Sakai	Character	Uncommon
36. Censure	Enhancement	Uncommon
37. Centauri Agent	Character	Fixed
38. Centauri Aide	Character	Fixed
39. Centauri Captain	Character	Common
40. Centauri Prime	Location	Fixed
41. Centauri Telepath	Character	Common
42. Change of Plans	Event	Common
43. Changing Opinion	Event	Common
44. Chaos Reigns	Event	Common
45. Chrysalis	Event	Uncommon
46. Colonial Fleet (Centauri)	Fleet	Common
47. Colonial Fleet (Human)	Fleet	Common
48. Colonial Fleet (Minbari)	Fleet	Common
49. Colonial Fleet (Narn)	Fleet	Common
50. Combat Experience	Aftermath	Common
51. Commerce Raiding	Enhancement	Uncommon
52. Commercial Telepaths	Group	Uncommon
53. Compatible Goals	Conflict	Uncommon
54. Competing Interests	Event	Rare
55. Complete Support	Conflict	Uncommon
56. Concealed Weapon	Enhancement	Common
57. Concentrated Effort	Event	Common
58. Condemn Deportations	Conflict	Common
59. Conflicting Desires	Event	Rare
60. Conflicting Loyalties	Event	Rare
61. Confusion in Chaos	Event	Common
62. Consolidated Position	Conflict	Rare
63. Contact with Shadows	Event	Common
64. Contact with Vorlons	Event	Common
65. Coordinated Fire	Event	Common
66. Counterintelligence	Group	Rare
67. Court the Rebellious	Conflict	Common
68. Covert Allies	Enhancement	Rare
69. Crisis of Self	Aftermath	Uncommon
70. Crusade	Conflict	Rare
71. Crystal Cities	Enhancement	Fixed
72. Cut Supply Lines	Event	Common
73. Cynthia Torqueman	Character	Uncommon
74. Damage Control Team	Group	Rare
75. Dan Randall	Character	Common
76. Decisive Tactics	Event	Fixed
77. Declaration of War	Event	Fixed
78. Deep Space Fleet (Centauri)	Fleet	Fixed
79. Deep Space Fleet (Human)	Fleet	Fixed
80. Deep Space Fleet (Minbari)	Fleet	Fixed
81. Deep Space Fleet (Narn)	Fleet	Fixed
82. Defame Ambassador	Event	Common
83. Defense in Depth	Agenda	Uncommon
84. Delenn	Character	Fixed
85. Delenn Transformed	Character	Rare
86. Demonstrative Victory	Conflict	Rare

CARD BABYLON LIST

Name	Card Type	Rarity	Name	Card Type	Rarity
87 Despair	Aftermath	Rare	177 Hunter Prey	Common	Conflict
88 Destiny Fulfilled	Event	Fixed	178 Immolan V	Location	Uncommon
89 Develop Relationship	Aftermath	Uncommon	179 Immortality Serum	Conflict	Rare
90 Dhairi	Character	Uncommon	180 Imperial Telepaths	Group	Rare
91 Diplomatic Advantage	Aftermath	Rare	181 Imperialism	Agenda	Common
92 Diplomatic Blunder	Event	Common	182 In the Line of Duty	Aftermath	Uncommon
93 Diplomatic Corps	Group	Common	183 Inevitable Destiny	Aftermath	Rare
94 Diplomatic Immunity	Event	Common	184 Infiltrate and Exploit	Agenda	Uncommon
95 Disaffected Centauri	Character	Rare	185 Influential Lords	Group	Uncommon
96 Disaffected Human	Character	Rare	186 Internal Strife	Event	Common
97 Disaffected Minbari	Character	Rare	187 Interstellar Corporation	Group	Common
98 Disaffected Narn	Character	Rare	188 Intolerable Interference	Aftermath	Uncommon
99 Disenchantment	Aftermath	Uncommon	189 Intrigues Mature	Event	Common
100 Disgrace	Aftermath	Rare	190 Ipsha Battleglobe (Non-Aligned)	Fleet	Uncommon
101 Dishonor	Fixed	Conflict	191 ISN	Group	Uncommon
102 Draal	Fixed	Character	192 Isolated	Enhancement	Uncommon
103 Draft	Enhancement	Uncommon	193 Isolationism	Enhancement	Uncommon
104 Drazi Sunhawk (Non-Aligned)	Common	Fleet	194 It Will Be His Undoing	Aftermath	Rare
105 Drigo	Fixed	Character	195 Ja'Doc	Character	Fixed
106 Du'Nar	Character	Uncommon	196 Jason Ironheart	Character	Rare
107 Du'Rog	Character	Common	197 Jeffrey Sinclair	Character	Fixed
108 Durlan	Character	Common	198 Jha'Dur	Character	Rare
109 Early Warning	Event	Fixed	199 John Sheridan	Character	Rare
110 Earth	Location	Fixed	200 Judgment by Success	Enhancement	Uncommon
111 Elic	Character	Rare	201 Kalain	Character	Fixed
112 Emergency Military Aid	Event	Common	202 Kha'Mak	Character	Fixed
113 Emperor Turhan	Character	Rare	203 Kidnapping	Conflict	Fixed
114 Energy Mines	Enhancement	Fixed	204 Knowledge is Power	Agenda	Fixed
115 Enrage	Aftermath	Uncommon	205 Knowledge of Shadows	Event	Common
116 Establish Base	Conflict	Uncommon	206 Knowledge of the Soul	Event	Uncommon
117 Euphrates Treaty	Conflict	Fixed	207 Ko'Dath	Character	Fixed
118 Expeditionary Fleet (Centauri)	Fleet	Fixed	208 Kosh Naranek	Character	Rare
119 Expeditionary Fleet (Human)	Fleet	Fixed	209 Lack of Subtlety	Event	Common
120 Expeditionary Fleet (Minbari)	Fleet	Fixed	210 Lady Ladira	Character	Uncommon
121 Expeditionary Fleet (Narn)	Fleet	Fixed	211 Lady Morella	Character	Fixed
122 Exploit Opportunities	Aftermath	Fixed	212 Lamentations	Aftermath	Fixed
123 Exploitation	Enhancement	Common	213 Latent Telepath	Enhancement	Common
124 Exploration	Event	Common	214 Leading the Races	Agenda	Common
125 Extended Contacts	Group	Common	215 Learning Experience	Aftermath	Common
126 Extreme Sanction	Conflict	Uncommon	216 Left Vulnerable	Aftermath	Rare
127 Finish the War	Agenda	Fixed	217 Lennier	Character	Fixed
128 First Battle Fleet (Centauri)	Fleet	Fixed	218 Level the Playing Field	Event	Fixed
129 First Battle Fleet (Human)	Fleet	Fixed	219 Limited Strike	Conflict	Fixed
130 First Battle Fleet (Minbari)	Fixed	Fleet	220 Liquidating Assets	Event	Common
131 First Battle Fleet (Narn)	Fleet	Fixed	221 Lockdown	Event	Common
132 Fixed in Their Ways	Enhancement	Uncommon	222 Londo Mollari	Character	Fixed
133 Fleet of the Line (Human)	Fleet	Rare	223 Long Term Investment	Event	Common
134 Fleet Support Base	Enhancement	Fixed	224 Lord Kiro	Character	Uncommon
135 Fleets On the Border	Event	Common	225 Lord Refa	Character	Uncommon
136 Focus Your Efforts	Aftermath	Uncommon	226 Lord Valo	Character	Common
137 For My People	Event	Common	227 Loss of Face	Aftermath	Common
138 For the Common Good	Event	Common	228 Loss of Support	Conflict	Uncommon
139 For the Good of All	Event	Fixed	229 Luis Santiago	Character	Rare
140 Forced Commitment	Enhancement	Rare	230 Lovell	Character	Common
141 Forced Evolution	Agenda	Rare	231 Luxuries of Homeworld	Enhancement	Uncommon
142 Forced Impairment	Conflict	Rare	232 Lyndisty	Character	Common
143 Forces Collide	Event	Rare	233 Lyta Alexander	Character	Fixed
144 Frederick Lantz	Character	Fixed	234 Maintain the Peace	Agenda	Rare
145 Free the Souls	Conflict	Rare	235 Marcus Cole	Character	Rare
146 G'Drog	Character	Common	236 Markab Fleet (Non-Aligned)	Fleet	Rare
147 G'Kar	Character	Fixed	237 Mars Colony	Fixed	Location
148 G'Sten	Character	Rare	238 Martyr	Aftermath	Rare
149 Garrison Fleet (Centauri)	Fleet	Uncommon	239 Mary Ann Cramer	Character	Common
150 General Franklin	Character	Uncommon	240 Mass Drivers	Enhancement	Uncommon
151 General Hague	Character	Fixed	241 Meddling with Others	Agenda	Uncommon
152 Glory	Aftermath	Rare	242 Medical Assistance	Event	Fixed
153 Government Opposition	Group	Rare	243 Meditation	Event	Common
154 Grey Council Fleet (Minbari)	Fleet	Rare	244 Merchandising B5	Event	Common
155 Grievance	Aftermath	Uncommon	245 Miaqi Hidoshi	Character	Fixed
156 Growth in Chaos	Agenda	Common	246 Michael Garibaldi	Character	Fixed
157 Gult	Aftermath	Uncommon	247 Military Cadre	Group	Common
158 Gunboat Diplomacy	Conflict	Fixed	248 Military Telepaths	Group	Uncommon
159 Harvest Souls	Aftermath	Rare	249 Minbar	Location	Fixed
160 Hate Crime	Conflict	Uncommon	250 Minbari Agent	Character	Fixed
161 Heavy Fleet (Narn)	Fleet	Rare	251 Minbari Aide	Character	Fixed
162 Hedronn	Character	Fixed	252 Minbari Captain	Character	Fixed
163 Hidden Agent	Aftermath	Fixed	253 Minbari Protectorate	Location	Uncommon
164 Hidden Knowledge	Event	Fixed	254 Minbari Telepath	Character	Fixed
165 Higer Calling	Agenda	Common	255 Mines	Enhancement	Uncommon
166 Hire Raiders	Event	Common	256 Minister Malachai	Character	Rare
167 Homeworld Fleet (Centauri)	Fleet	Fixed	257 Moral Quandary	Event	Common
168 Homeworld Fleet (Human)	Fleet	Fixed	258 Morden	Character	Rare
169 Homeworld Fleet (Minbari)	Fleet	Fixed	259 Motivated Leaders	Group	Rare
170 Homeworld Fleet (Narn)	Fleet	Fixed	260 Mr. Adams	Character	Uncommon
171 Hour of the Wolf	Event	Uncommon	261 Muddy the Waters	Conflict	Common
172 Human Agent	Character	Fixed	262 N'Far	Character	Uncommon
173 Human Aide	Character	Fixed	263 N'Grath	Character	Fixed
174 Human Captain	Character	Fixed	264 Na'Ka'Leen Feeder	Conflict	Common
175 Humanitarian Aid	Conflict	Common	265 Na'Kal	Fixed	Character
176 Hunted	Aftermath	Fixed	266 Na'Toth	Character	Fixed

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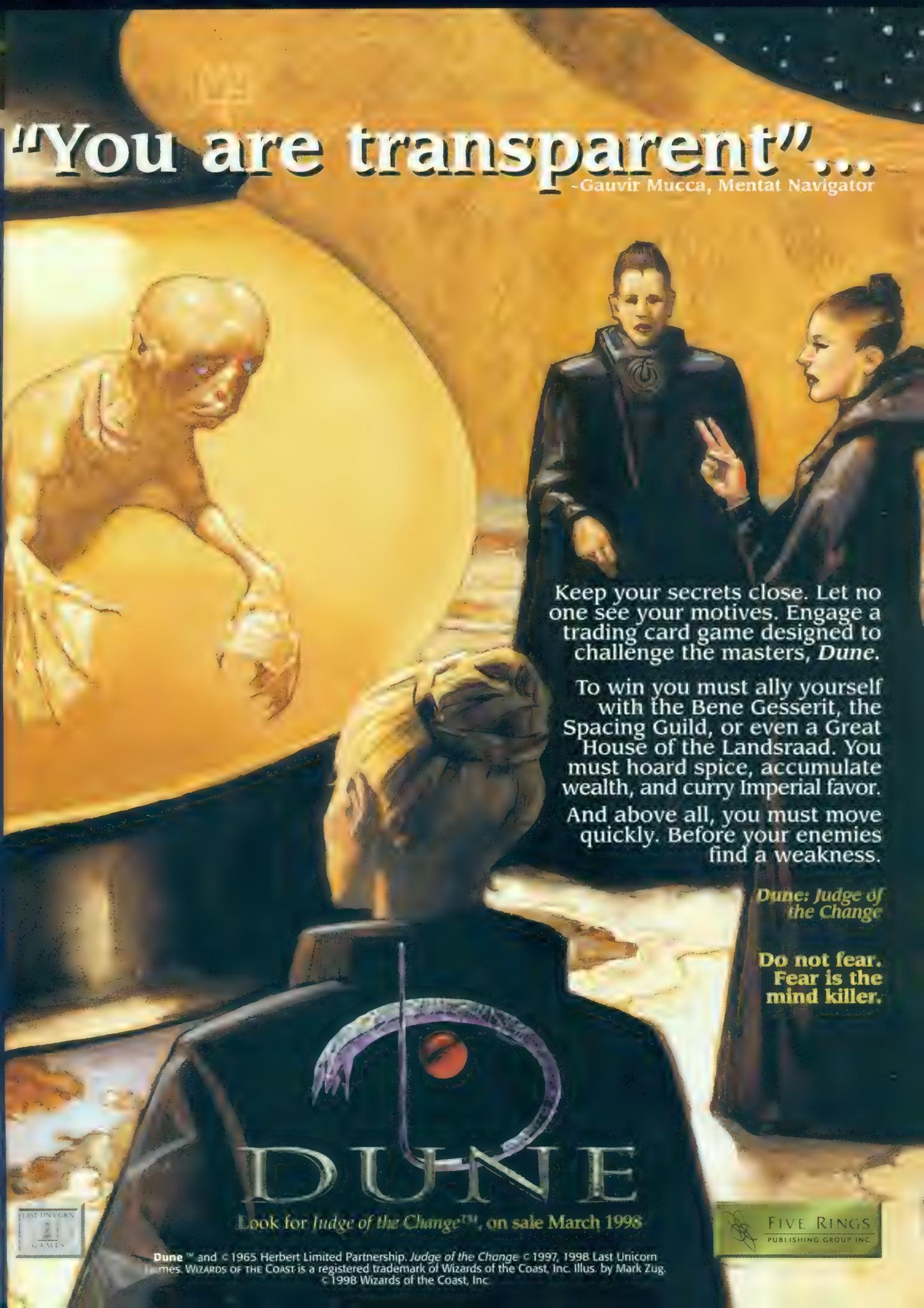
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CARD BABYLON LIST

Name	Card Type	Rarity	Name	Card Type	Rarity
267. Narn Agent	Character	Fixed	357 Security Training	Enhancement	Uncommon
268. Narn Aide	Character	Fixed	358. Seduction	Event	Common
269. Narn Captain	Character	Fixed	359 Seizing Advantage	Agenda	Rare
270. Narn Homeworld	Location	Fixed	360 Self-Doubt	Event	Common
271. Narn Rabble	Group	Uncommon	361. Senator Voudreau	Character	Uncommon
272. Negotiated Surrender	Aftermath	Rare	362 Servants of Order	Agenda	Fixed
273. Neroon	Character	Uncommon	363 Shadow Assault	Conflict	Uncommon
274. Neutrality Treaty	Conflict	Common	364 Shadow Strike	Event	Uncommon
275. Never Again	Agenda	Fixed	365 Shakat	Character	Rare
276. News of Defeat	Aftermath	Uncommon	366 Shal Mayan	Character	Fixed
277. News of Galactic Import	Event	Common	367 Short Term Goals	Event	Fixed
278. Nightmares	Aftermath	Uncommon	368 Short Term Investment	Event	Common
279. No Escape	Aftermath	Rare	369 Shunned	Enhancement	Uncommon
280. Non-Aggression Pact	Conflict	Common	370 Skeletons in the Closet	Aftermath	Rare
281. Non-Aligned Support	Conflict	Uncommon	371. Sleeper Personality	Conflict	Fixed
282. Not Meant to Be	Event	Rare	372 Sleeping Z'ha'dum	Location	Rare
283. Observers	Group	Rare	373 Sneak Attack	Event	Common
284. Older but Wiser	Aftermath	Common	374 Sortie	Event	Common
285. Order Above All	Agenda	Rare	375 Soul Hunter	Character	Uncommon
286. Overworked	Enhancement	Common	376. Special Ops	Event	Common
287. Parliament of Dreams	Conflict	Rare	377 Spin Doctors	Group	Rare
288. Paying for Sins	Aftermath	Rare	378. Sponsor Rebels	Conflict	Uncommon
289. Peace In Our Time	Agenda	Fixed	379 Stealth Technology	Enhancement	Rare
290. Peacekeeping	Conflict	Uncommon	380 Stephen Franklin	Character	Fixed
291. Personal Enemies	Aftermath	Uncommon	381 Stop Hostilities	Conflict	Fixed
292. Personal Involvement	Aftermath	Fixed	382 Strafing Run	Event	Common
293. Personal Protection	Enhancement	Uncommon	383 Strategic Reassignment	Event	Common
294. Personal Sacrifice	Aftermath	Fixed	384 Strength in Adversity	Agenda	Uncommon
295. Picket Fleet (Centauri)	Fleet	Fixed	385 Strike Fleet (Narn)	Fleet	Uncommon
296. Picket Fleet (Human)	Fleet	Fixed	386 Subliminal Influence	Event	Uncommon
297. Picket Fleet (Minbari)	Fleet	Fixed	387 Successful Manipulation	Aftermath	Uncommon
298. Picket Fleet (Narn)	Fleet	Fixed	388 Supplement Security	Conflict	Fixed
299. Planetary Defenses	Enhancement	Common	389. Support Babylon 5	Event	Fixed
300. Political Realignment	Event	Uncommon	390 Support the Mighty	Agenda	Uncommon
301. Popular Support	Event	Fixed	391 Susan Ivanova	Character	Fixed
302. Power Politics	Agenda	Fixed	392. Ta'Lon	Character	Fixed
303. Power Posturing	Enhancement	Rare	393. Talia Winters	Character	Fixed
304. Precision Strike	Conflict	Uncommon	394 Technological Espionage	Conflict	Common
305. Prolonged Talks	Event	Rare	395 Telepathic Scan	Conflict	Fixed
306. Prophecy	Enhancement	Fixed	396. Temptations	Conflict	Common
307. Protests	Aftermath	Rare	397. Terrorist Bombings	Conflict	Uncommon
308. Proxima III	Location	Uncommon	398. Test Their Mettle	Conflict	Fixed
309. Psi Attack	Conflict	Uncommon	399 The Eye	Enhancement	Rare
310. Psi Bodyguard	Enhancement	Fixed	400 The Great Machine	Conflict	Rare
311. Psi Corps Intelligence	Group	Fixed	401 The Hope of Peace	Agenda	Uncommon
312. Psi Interrogation	Conflict	Common	402. The Opposition Rises	Event	Common
313. Public Apology	Aftermath	Rare	403 The Price of Power	Event	Fixed
314. Pulling Strings	Enhancement	Common	404 Thenta Makur	Group	Rare
315. Purge the Disloyal	Conflict	Uncommon	405 Third Battle Fleet (Centauri)	Fleet	Rare
316. Quadrant 14	Location	Fixed	406. Third Battle Fleet (Minbari)	Fleet	Uncommon
317. Quadrant 37	Location	Uncommon	407. Total War	Agenda	Rare
318. Rabble Rousers	Group	Uncommon	408. Trade Pact	Conflict	Fixed
319. Racial Hatred	Aftermath	Rare	409. Trade Windfall	Event	Common
320. Ragesh III	Location	Fixed	410 Transfer Point Io	Location	Uncommon
321. Raid Shipping	Conflict	Uncommon	411 Triluminary	Enhancement	Uncommon
322. Rally the People	Conflict	Rare	412. Tu'Pan	Character	Rare
323. Rally to the Cause	Event	Common	413 Under Pressure	Aftermath	Uncommon
324. Ramming	Event	Rare	414 Underworld Connections	Event	Fixed
325. Ranger Strike Team	Group	Uncommon	415. United Front	Aftermath	Fixed
326. Rangers Surveillance	Group	Rare	416 Universe Today Feature	Event	Common
327. Rathenn	Character	Rare	417. Unrecognized Data	Event	Common
328. Recalled to Service	Event	Rare	418. Upgraded Defenses	Enhancement	Fixed
329. Refugees	Aftermath	Fixed	419. Urza Jaddo	Character	Fixed Centauri
330. Religious Caste	Group	Uncommon	420. Utility Fleet (Centauri)	Fleet	Common
331. Renowned Victory	Aftermath	Fixed	421. Utility Fleet (Human)	Fleet	Common
332. Repairing the Past	Aftermath	Fixed	422. Utility Fleet (Narn)	Fleet	Common
333. Rescue	Aftermath	Uncommon	423. Vendetta	Aftermath	Rare
334. Reserve Fleet (Human)	Fleet	Uncommon	424. Victory in My Grasp	Event	Fixed
335. Retribution	Aftermath	Fixed	425. Vir Cotto	Character	Fixed
336. Revenge	Agenda	Fixed	426 Vital Interests	Enhancement	Rare
337. Reverse Advances	Aftermath	Rare	427. Vorlon Enhancement	Enhancement	Rare
338. Rise of the Republic	Agenda	Fixed	428. Vorlon Rescue	Event	Rare
339. Rise to Power	Aftermath	Fixed	429. Vree Saucers (Non-Aligned)	Fleet	Rare
340. Rivalry	Aftermath	Fixed	430 War by Popular Decree	Event	Common
341. Rogue Soul Hunter	Character	Rare	431. War College	Group	Common
342. Saber Rattling	Conflict	Uncommon	432. War Hero	Aftermath	Fixed
343. Sabotage	Conflict	Fixed	433 Warleader Shakiri	Character	Rare
344. Salvage Yard	Enhancement	Rare	434 Warleader's Fleet (Minbari)	Fleet	Rare
345. Sanctions	Event	Common	435 Warren Keffler	Character	Common
346. Sandra Hiroshi	Character	Common	436 Warrior Caste	Group	Rare
347. Sarah	Character	Uncommon	437. Wear and Tear	Aftermath	Uncommon
348. Second Battle Fleet (Centauri)	Fleet	Fixed	438. What Do You Want?	Event	Common
349. Second Battle Fleet (Human)	Fleet	Fixed	439 Who Are You?	Event	Common
350. Second Battle Fleet (Minbari)	Fleet	Fixed	440. Wind Swords	Group	Uncommon
351. Second Battle Fleet (Narn)	Fleet	Fixed	441. Witness Protection	Conflict	Rare
352. Secondary Control	Enhancement	Rare	442. Working Relationship	Enhancement	Uncommon
353. Secondary Experience	Aftermath	Fixed	443. Wounded	Aftermath	Rare
354. Secret Poise	Group	Uncommon	444. You Are Not Ready	Event	Fixed
355. Secret Strike	Event	Rare	445. You Know My Reputation	Event	Fixed
356. Secret Vorlon Aid	Event	Common	446 Zack Allen	Character	Uncommon

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-Gauvir Mucca, Mental Navigator



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DUNE

Look for *Judge of the Change*™, on sale March 1998

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Everything Old Is New Again

Star Trek Gets Specialized with *The Fajo Collection*

Hot on the heels of the *First Contact* expansion, Decipher has shipped its special package of highly collectable Trek cards—*The Fajo Collection*. Decipher made this signed and numbered set of 18 ultra-rare cards visually and strategically interesting, employing special printing techniques and introducing new game mechanics. *The Fajo Collection* features some witty and long-awaited cards, finds Guinan, gives the non-Fed affiliations some needed attention, and improves the game in surprising new ways.

Every card in this set enhances existing cards and mechanics. Non-aligned Kivas Fajo, the titular collector, is a great example. With his Greed x2 and Acquisition he can breeze through the Primitive Culture dilemma, and as a special skill he makes use of your opponent's Palor Toff cards, since Palor and Fajo are old friends. Kivas is a walking Ressian Flute of sorts—he makes each unduplicated artifact present worth five points. Give him a Varon-T Disruptor and an Orb of Prophecy and Change, for example, and score ten extra points.

Artifacts abound in *The Fajo Collection*. The 1962 Roger Maris Baseball Card (complete with quality bubble gum) allows you to trade it for one of your opponent's artifacts in play. If your opponent gets a Horga'hn out, trade Roger for that game-buster and take two turns. Of course your opponent will be able to trade back, so use Persistence of Memory to really mess things up. This "magic bullet" artifact, featuring a visual of the Dali painting, plays from your hand with the

surreal effect of reversing certain cards. Depending on the card being reversed, this effect ranges from the mundane (reversing your opponent's Kivas Fajo—Collector allows you to draw three cards) to the marvelous—imagine playing Anti-Time Anomaly and shuffling all personnel into the draw decks.

► by Christopher Guilmet

The most interesting artifact, and one of my favorite *Fajo* cards, is Picard's Artificial Heart. It's a Q-Icon card, so you'll have to dust off those Q-Flashes in the back of your binder, but it's worth it. If the Heart pops up in a Q-Flash, the owner of the artifact—not the player who solves the mission—plays it from his or her hand as an interrupt, killing any personnel whose strength is subsequently used. It can only be nullified by Katherine Pulaski, presumably because she's the one who put the shiny blue ticker in Picard.

The venerable captain makes an appearance as his none-too-friendly alter ego, Locutus of Borg. If you groove on the new Borg affiliation, then this card is worth the price of the entire collection. With his red laser flashing out to the edge of the card (a nice touch that would not be possible in a larger print set), the arresting Locutus has all three sub-command icons, all of his original Premiere skills, and boosts the weapons and shields of a Borg vessel by four against the Feds. He's also a human counterpart—skip Assimilate Counterpart and go straight to Assimilate Homeworld. Resistance is very nearly futile.

If you don't want Locutus to make an erector set of Earth, make sure you're carrying the long-asked-for Guinan. Sporting a fetching yellow hat that doesn't quite fit in the frame, Guinan is a must-have for your *Enterprise*—she doubles Captain's Log on any ship with that name. Put her on your *Enterprise-E* to make a Borg opponent think twice about picking a fight. Also entering the Federation fold is the always hard-working Miles O'Brien. Not only is he an ENGINEER with SECURITY but he can also special download Near-Warp Transport (and is finally available to boost his wife Keiko's stats). However, as with many of the *Fajo* cards, there's a catch—he won't work with "Cardies" so put to rest those hopes of pairing him with Gul Ocett.

The Romulans get a deserved boost from the Sisters of Duras and Tallera. The dual-affiliation (Romulan/Klingon) Sisters of Duras card is the first dual-personnel

**Star Trek CCG:
The Fajo Collection**

Decipher, Inc.
Norfolk, VA

FORMAT
Specially bound collection of 18 ultra-rare cards; Star Trek CCG for two players; playing time 30-60 minutes.

DESIGNER
Decipher Design Team

ART DIRECTION
Decipher Art Team

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card in *Star Trek*. With their skills and attributes combined, these bosom buddies have six skills and formidable strength and cunning. They don't work with Klingons with honor, but since the card primarily makes up for a lack of strong Romulan characters in the game, that's no big deal. Be careful though—lose Lursa and you lose B'Etor. Vulcan-in-disguise Tallera is the first *triple*-affiliation personnel, being Romulan, Federation, and non-aligned. She won't work with Fed personnel, but that won't keep her from attempting their missions. She's Vulcan to boot, so she can Mindmeld and pilot the Vulcan Lander.

Another personnel who just won't work with blue is Data's older brother, Lore. A six-skilled, non-aligned, Soong-type android with monstrous cunning, Lore is hands-down the best personnel card in the set. Additionally, he doubles all Rogue Borg and Crystalline Entities in play. Add Croxis and your Rogue Borg are truly fearsome and nearly unstoppable.

Lore can be foiled using a new game mechanic: the *nemesis icon*. Nemesis icons pit characters and ships against each other. Dr. Soong, also appearing in *The Fajo Collection*, sports an icon that is the opposite of Lore's. If two opposing nemesis icons are together at the end of your turn, you must pick one to die (Lore can also be "nemesised" by the *First Contact Data*). The *I.K.C. Chang* and the *U.S.S. Pasteur* are also nemeses. Both the *Chang* and the *Pasteur* enhance, and are enhanced by, the *I.K.C. Fek'lhr* and the *Future Enterprise*, respectively. Each ship gives its nemesis icon to its sister ship, and the dynamics can make for some interesting space chases as each player tries to be the first to catch up to his or her nemesis's ship and destroy it. Since no battle takes place, the Federation can blow away a Klingon ship, and the Klingons don't have to worry about a retaliatory strike from the Feds.

Neither ship will be around for long if you don't keep an eye out for the Black Hole. With a gravitational pull so strong not even the graphics on the card can escape, this *Doorway* plays between two

universal Space locations (from the *Q Continuum* expansion) and pulls in all cards present at the end of every turn. The real pain happens every fourth turn, when the Hole pulls in a neighboring spaceline location. This card can turn a game around. Use the *Q* dilemma to place your opponent's outpost next to this cosmic vacuum, and then sit back while they exclaim helplessly, "This card *sucks!*"



**New mechanics
add more of what
this game needs—
danger and
unpredictability.**

Another damaging new card is *Qapla'*. This card, written entirely in Klingon and looking *very* alien, may be played if your away team or crew is attacked. For that battle, Klingons with honor add their integrity to their strength. With Kahlest, a Targ, and honorable Mission Specialists, the minimum strength would be 12. Success, indeed.

Although all the cards are solid, don't expect every one to be spectacular. The incurable space/planet dilemma *DNA Metamorphosis* is less hearty than one would expect from such a refined collection. However, since your opponent relies on an I.P. Scanner to prevent the

randomly chosen personnel from becoming a glow-in-the-dark salamander, it can be a time bomb combined with *Disruptor Overload*. *Dixon Hill's Business Card* (the first event/interrupt card) is witty, if limited. It is written in mobster-speak and comes with a replica of the actual business card. In the endgame, this card can buy some time as you either capture one of your opponent's personnel or prevent him or her from reporting any new personnel unless they are "univoisal or hologrammatical."

And finally, there is my favorite card: *Spot*. *Spot* is Data's cat. *Spot* is Neutral. *Spot* won't condescend to stay in the frame for her picture. *Spot* has nine lives. *Spot* can help get past *Matriarchal Society*. Best of all, *Spot* can "pounce" every turn to disable (prevent from battling) herself and the pounced-upon personnel for the rest of the turn. See *Locutus* with *Spot* clinging to his head. *Pounce, Spot, pounce.*

The *Decipher* design team deserves special praise for *The Fajo Collection*. These cards are quite beautiful. The chosen shots are full of personality and depth: *O'Brien* is seen through the haze of a transport in progress, the *Chang* is pictured firing across the card boundary at the *Pasteur*, and *Locutus* has a slight glimmer of pain in his eye. And, like *First Contact*, the new mechanics add more of what this game needs—danger and unpredictability.

Decipher's commitment to enhancing existing cards while continuing to add innovative new ones to the game bodes well for the *Star Trek TCG* universe. The \$80 price tag may seem steep in one lump sum, but consider the fact that the cost of each card is less than \$5, and each is as rare as a *Future Enterprise*, and the value is apparent. *The Fajo Collection*—available only by mail order from a company called *The Eccentric Order*—makes a solid addition to any gamer's collection. ■

Christopher Guilmet is neither univoisal nor hologrammatical, although he does sport a rather large hat adorned with a glow-in-the-dark salamander.

Spawn Your Brains Out



Aliens Predator Violently Bursts From a Chest Near You

The latest card game in the "kill 'em all" genre is *Aliens Predator* from HarperPrism, based on the popular films. The game features three different starter decks: Aliens, Predator, and Colonial Marines. Each deck has its own rules and method of play, although all three decks share basic elements. The game is based around the placement of locations. Once you and an opponent have the same location in play, you move your forces into battle and proceed to beat the snot out of each other. Okay, maybe it's a *little* more complicated than that....

Aliens Predator

HarperPrism
New York, NY

FORMAT

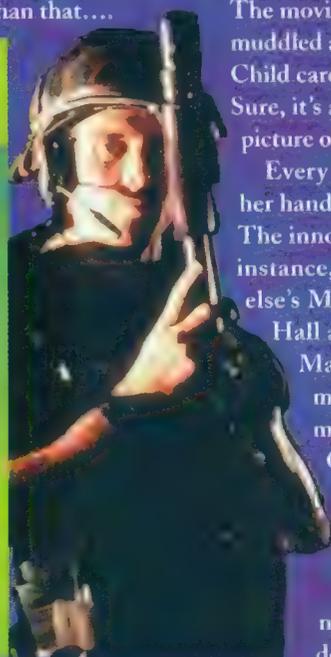
363-card introductory set (plus 7 promotion-only cards); 60-card starters, 15-card boosters. For 2 or more players; playing time 30-60 minutes.

DESIGNER

Precedence Publishing

CONTACT

HarperPrism
www.harperprism.com



► by Jon Wilkie

I recently assembled a panel of four experts/cronies to see how *Aliens Predator* would play right out of the box. First impressions were favorable. Each deck includes everything you need to start playing: cards, counters, a rule book, and a quick-start sheet. The rules are surprisingly easy to learn, and each deck's quick-start sheet is unique. For instance, the Aliens sheet recommends impregnating prisoners and spawning new chest bursters, while the Colonial Marines deck covers equipment acquisition and civilian rescue. Each type of player has a specific objective to win the game: the Predator must earn a certain amount of Honor by killing opponents, the Colonial Marines must evacuate a certain number of civilians, and the Aliens have to convert the entire board into a hive. As a last-ditch victory condition, any player wins if he or she kills everything else on the table.

We hit a couple of problems early on. Two of us were playing Aliens. Should we cooperate, or would Aliens fight other Aliens? According to the rules of the game, both Alien Queens occupy the same Breeding Chamber—so brawling Aliens would cancel each other out fairly quickly. We opted for cooperation. The other difficulty was telling the difference between *power* and *speed*, the only two stats a character possesses. The cards simply feature two numbers with no symbols or letters to tell you which is which. We had to refer to the rules several times just to clear up confusion over this poor design.

On a better note, the cards are durable and shuffle well—but this fact was offset by blurry, dull images on many of the cards. The movies were sharp and frightening, so why are all the cards muddled and boring? Some of the shots are simply bizarre. The Child card, for example, pictures a doll's head floating in water. Sure, it's an image from *Aliens*, but not a good one! Why not a picture of Newt?

Every turn, each player lays out new locations from his or her hand, building onto a line extending from a base location. The innovative touch is that each location is not unique. For instance, my Mess Hall card is the same location as anyone else's Mess Hall card. If there are two Aliens at your Mess Hall and three Marines at my Mess Hall, the Aliens and Marines are in the same Mess Hall. This makes movement interesting and unusual, and provides a way to move from your base out into other players' locations. Of course, this can also bring together two opposing sides to engage in combat. Combat is simple and quick, resolved with a dice roll. Damaged characters are slower and less powerful. Furthermore, being in the same location as an enemy character makes it difficult to move because you are pinned down or trying to hide.

In our playtest, the Predator player learned the hard way that the Tips card included with every deck can be useful. His read "Take time to arm yourself wisely." Perhaps feeling cocky, however, he moved his Predator into the Mess Hall early in the game to kill one of my Aliens (who was scouting the area). Four Marines moved into the Mess Hall to check things out, and then nobody had enough movement to leave. All hell broke loose and the Predator got beaten up but good. The damaged hunter was eventually able to move back into its ship and recover, but the first rule of the game was clear: read and heed the Tips card or you will get hurt.

The first Alien player drew a stream of civilian Engineers and quickly turned them all into new Aliens. I continued to breed more and more Aliens as well, obeying my Tips card. The Marines started equipping themselves with weapons, although they had already lost a good soldier in the Mess Hall (my Alien scout ate him). The Predator managed to heal and get into a camouflage suit, making combat with it difficult and chancy.

One of the Predator's great advantages is its ability to use hidden movement once it gets a "camo suit." Instead of moving the Predator, the player moves three tokens anywhere the Predator could move. One token has a mark on the bottom, and that's the real Predator—the other two are just "shadows." The Predator's opponents don't know which token is which until they attack, wasting valuable time and energy. The drawback for the Predator player is that there is only one Predator. Once the Predator is dead, that player is done.

The Colonial Marines consist of four humans who have access to military-grade hardware. The Marines have the ability to use fairly decent weapons, and if they stick together, they can be devastating. My Marines opponent proved that when she almost killed the Predator in the first four turns. Unfortunately, Marines tend to die quickly—one Marine was lost almost immediately. As I may have mentioned, my scout ate him.

Aliens can't use weapons and don't often use hidden movement. However, every time an Alien kills a civilian its controller gets another Alien. By the end of the game, my Alien opponent was cranking out chest bursters so quickly I suspected him of using fertility drugs.

The game became bloodier and bloodier as combat waged on. The Predator player managed to link his ship to the Breeding Chamber, not realizing that both Alien Queens were in the same Chamber, hungry for some action. To keep the Marines busy, I sent a swarm of Aliens pouring into Engineering. They countered with You Want Some of This? and cut all of my acid-blooded beasts in half with rapid shotgun blasting. Eventually, though, I decimated the Marines while the other Alien player continued to impregnate civilians. The Predator finally came out with a big gun, but by then it was too late. Ten Alien

warriors poured through the Predator's own Chamber shortcut straight into its ship. The Predator went down in a blaze of lost Honor, and the Aliens ruled the game. "Game over, man, game over!"

So which deck is the best to play? If you want to keep it simple, play the Predator—with only one character to keep track of, you'll have fewer headaches. If you can't resist Pulse



Ripe with combat and bloodshed.

Rifles, Smartguns, and other hardware, the Colonial Marines are a lot of fun. For pure evil and nastiness, however, the Aliens can't be beat. The Aliens also work best in a long game, since they can generate more creatures. Just don't let the Marines or the Predator get into the Breeding Chamber. The Predator can be an especially serious problem there, because the Honor reward for killing a Queen and a couple Aliens can win the game.

By the end of the afternoon, we did have some real beefs with Aliens Predator. For one thing, at the game's end my row of locations was almost two meters long! Every one of them linked up to other locations on the board, making movement as tricky as driving down Dali's expressway. The card art is sub par, the game is too simple for much replay value, and there wasn't one recognizable character in any of our decks (like Ripley, Hicks, Hudson, or Newt). On the other hand, the game is easy to learn and gameplay is quick. It definitely evokes the mood of the movies and is rife with combat and bloodshed. You can play Aliens Predator with a friend who hates complex card games and quote movie dialogue the whole time. I would highly recommend this game for some quick fun, but it is not a system you'll want to play again and again. ■

John Wilkie plays card games in short, controlled bursts.

Myth a Hit?

Bungie Jumps Into the Real-Time Strategy Market

Bungie's *Myth: The Fallen Lords* has all the makings of a great game—it's fun, includes an appealing fantasy setting, has plenty of replay value, and provides a delightful non-economic variant of the *Warcraft*-style strategy battle game. In *Myth* you squeeze as much combat-effectiveness from preassigned or preselected troops as possible. Instead of building units during the game, as in *Warcraft II*, what you start with is what you get. In other words, you concentrate your full attention on combat.

Myth's combat system has plenty of depth. In an innovative twist, you begin the game as the savior of an oppressed, bedeviled land. If you conquer all foes, you bring five hundred years of peace and light. Then you become the evil destroyer for *another* five centuries. In the end, you come back as a good guy to save the oppressed one last time.

Myth: The Fallen Lords

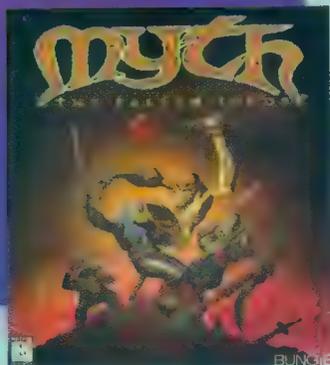
Bungie Software
Chicago, IL

FORMAT

CD-ROM for Windows 95 or Macintosh OS. System requirements: (Mac) any Power Macintosh or 100% compatible clone, 100MHz or better recommended, 16-bit color monitor, System 7.5 or higher, 4x CD-ROM; (PC) Pentium or 100% compatible, 133 MHz recommended, 16 MB RAM (32 MB recommended), 16-bit color video card (DirectX compatible), 4x CD-ROM drive, 100% Microsoft-compatible mouse.

CONTACT

Doug Lartman
Bungie Software
Products Corporation
1935 S. Halsted St.
Chicago, IL 60608-3454
www.bungie.com



► by Joe Grace

An accomplished captain in *Myth* will make proper use of all available tactical factors, including terrain (hills, cliffs, lakes, and rivers), environmental factors (temperature, wind, and rain), troop formation (short line, staggered line, and vanguard), and troop facing. These tactical factors are crucial because they can cause radical variations in the fighting effectiveness of each unit. Also keep in mind that *Myth* makes effective use of realistic physics during play, something rarely seen in electronic games. For example, dwarves can be fantastically effective at the top of a hill pitching flaming Molotov cocktails down on your enemies—but those same grenades are woefully self-destructive when a dwarf is attempting to pitch *uphill*. I'm afraid I helped many a dwarf discover the ill effects of gravity in this manner.

Other units are diverse and interesting as well, such as journeymen healers, archers, forest giants, and powerful sorcerers called *avatara*—and that's only on the light side (remember, you'll be both good and evil at alternating points in the story). The dark side has shambling, self-detonating wights; ghostly, soulless spearthrowers; speedy, swarming cave spiders; stalwart throw giants; and a handful of other powerful dark denizens. The more you play, the more you learn to appreciate the strengths and weaknesses of the various forces in the game.

For instance, one of my favorite moments was when I commanded my diminutive dwarf, backed by a stalwart archer, to attack a wave of oncoming undead. Unfortunately the dwarf was hurling a live grenade just as the archer misfired and pegged him in the back with an arrow! As I watched helplessly, the grenade rose straight up into the air, only to come crashing down in the vicinity of the hapless dwarf. Needless to say, in the middle of a nasty fight the humorously accidental suicide of one of my most essential troops was both funny and disheartening. *Myth* has an entertaining way of juxtaposing such emotions in surprising combinations.

Similarly, the graphics are often ghastly, humorous, and elegantly informative all at the same time. A battle's aftermath often leaves traces of the violence splattered across the ground—blackened smudges from explosions, body parts, and weapon fragments. These are the details that make Bungie's games so much fun to play.

Getting started with *Myth* is quick and easy. The solo scenarios are intriguing, challenging, and tied together with a storyline reminiscent of Tolkien's *Lord of the Rings* (as are most fantasy games). This includes searching for powerful lost artifacts and overcoming a variety of fallen lords and their dangerous servants.



The scenarios typically increase in difficulty incrementally and are interspersed with learning situations in which special terrain or weather effects become significant. The introduction to each scenario often provides relevant tips for the new tactical challenges ahead. These helpful bits of commentary can accelerate the learning process while maintaining a challenging and satisfying pace.

Beyond solo play, networked play offers a rich variety of options but lacks a fully customizable scenario editor. The scenarios are currently limited to the combinations of maps and forces provided by Bungie, although there is some unit trading. Fortunately, these scenario configurations can be enjoyed in many combinations by varying combat goals such as "Body Count" (highest inflicted casualties wins) and "Capture the Flag" (capture your opponent's flag before losing yours). The scenarios can involve up to 16 players and multiple teams—but remember, for licensing purposes, *Myth* can support only two networked players per *Myth* disk.

For Internet play, Bungie provides free access to <bungie.net>, their own multiplayer gaming network, and the *Myth* community is quite active. Bungie looks to be carefully constructing a competitive environment, complete with a *Myth* ranking system and formalized teams of *Myth* players to compete for top honors. If the company continues to provide this kind of support, it should soon have its hands full of eager gamers.

With such a solid mechanic and the fact that *Myth* runs on both the Power Mac and the PC (unlike many of Bungie's previous Mac-only titles), one might wonder what could possibly use improvement. There are three fairly minor problems that I hope Bungie will address to make *Myth: The Fallen Lords* an even better game. First, while it is certainly serviceable, the user interface could be improved. The "gesture-click" mouse technique that is used to change troop facing can be difficult and critically unreliable at key points during battle. The keyboard customization is restricted and the keyboard driver has a few minor but annoying idiosyncrasies (the "alt" key must be released to select an additional group of preselected units). These drawbacks certainly don't break the game, but they do increase the learning curve.

Second, the documentation is flavorful and useful but incomplete. It doesn't describe all the features of the game and lacks a comprehensive list of multiplayer victory conditions.

Furthermore, certain key information, such as the gesture-click mouse command, could be described more completely. Overall, the documentation is more than enough to get you going and involved in the story, but comprehensive documentation would be welcome. This is a common problem in this era of \$20 "strategy guides."



A battle's aftermath often leaves traces of the violence splattered across the ground.

Finally, while each troop type has a distinct personality and behaves with relative intelligence, a few peculiarities have crept into the artificial intelligence (AI). In theory, friendly troops should be able to move through other troops. In practice, however, troops can circle aimlessly without finding a path to their destination, leaving you vulnerable at critical points in battle unless you shepherd them along. This needlessly distracts you when you should be worrying about the rest of the battle. Hopefully, Bungie can improve the AI to overcome such annoying troop behavior. Despite these flaws, *Myth* still flirts with greatness, and if Bungie revisits its documentation, user interface, and troop AI, the game could quite easily reach the level to which it aspires, perhaps through an additional patch.

An *additional* patch? Yes, Bungie has already been actively upgrading the game with tweaks and fixes, such as the *Myth* 1.1 patch that addresses some early problems (although not the ones mentioned above). For example, *Myth* 1.0 had a limited zoom-out ability, but in version 1.1 you can pull the view back to see a larger section of the battlefield, your own forces, and the enemy's troops. This new version is available for free from either of Bungie's websites: <www.bungie.com> or <www.bungie.net>. I strongly urge anyone with *Myth* 1.0 to update to *Myth* 1.1 immediately.

In summary, *Myth: The Fallen Lords* is a delightful, highly tactical addition to the strategy combat genre with entertaining scenarios, strong networked play, and a freely accessible and active Internet community. In particular, the terrain, weather, and other environmental factors strongly influence and enrich game play, and the 3D rendering of characters and surroundings is absolutely beautiful to behold. I eagerly look forward to further installments of *Myth: The Fallen Lords* and recommend the it to anyone who enjoys excellent strategic battle games. ■

Joe Grace's front lawn is often littered with body parts and dark smudges. Why remains a mystery.

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Hijo del Diablo

The Devil's Own Gets a Hell of an Upgrade

Since its 1996 release, *Diablo* has become one of the most successful multiplayer games ever. Log on to <battle.net>, Blizzard's online gaming service, and you'll find several *Diablo* games blazing away at any given time. Perhaps one reason for this infernal game's enduring popularity is the fact that Blizzard licenses other companies to produce expansions for its games. *Hellfire* is one such expansion.

Hellfire includes 29 monsters, more than 30 magic items, and six spells to augment the original program. *Diablo* fans will definitely enjoy the variety the expansion provides. Keep in mind, however, that *Hellfire* is not a standalone and does require *Diablo* to run. The new areas are grafted onto the original game, but are well isolated from the main dungeons.

A wise man once said, "Sometimes you just don't want to do it yourself." When you're ready to eat a steak, the last thing you want to do is go through the trouble of slaughtering, gutting, and dressing the cow. This is a major flaw with *Hellfire*—in order to access the new areas and monsters, your character must be 15th level or higher! This means that you must work on a character from scratch until the game feels you're ready to play with the big boys. You can always try to copy an old character over from your original game, but the last time I tried something like that my drive crashed, the lights went out, and several gentlemen in dark suits appeared at

my door. Another inexplicable problem is that unlike *Diablo*, *Hellfire* isn't compatible with <battle.net>, which is where most of the hardcore *Diablo* players congregate. You can still play over a local area network or take on a solo game, but this is a glaring oversight.

On the plus side, *Hellfire* has some cool new features. Several quests center around the two new locations: the Festering Nest and the Demon Crypt, each of which features a new villain waiting to pick a fight. The Defiler, a huge demon with attractive mantis-like arms, springs at you

on the fourth level of the Nest. He's bug droppings, though, compared to the real big baddy—Na-Krul, master of the Demon Crypt. To go along with the new critters, players may trade in their shields and helmets for brown robes with the new Monk character class. A Monk is a cross between a rogue and a sorcerer, and can be a nice change of pace if you've played out all three of the basic *Diablo* classes.

Hellfire also enables you to whip around the town of Tristram a lot more quickly and easily; one of the most painstaking features in the original game was wandering from the weapon shop to the mage shop. The time required to move from shop to shop to buy and sell supplies is markedly faster than before. This alone can be worth the price of the expansion for an impatient player.

Hellfire's graphics reflect the high-quality images of its predecessor. *Diablo* had some particularly memorable moments—the way the Goat People clutch their chests and double up when killed, for example. *Hellfire* standouts include the Crypt Demons, which explode into many fragments when you destroy them, and the Psycho-orbs, floating eyes that zap you with energy bolts. The Festering Nest is quite reminiscent of H.R. Giger's *Alien* designs with organic, ribbed walls and egg-shaped pods.

Several of the new spells featured in *Hellfire* are welcome additions to the *Diablo* milieu. Warp, for instance, transports you to the nearest stairwell—yet another time-saving feature. Search allows you to find items on the ground without having to suffer eyestrain while poring over every inch of soil. The new Berserk spell's innovative effect causes monsters to attack the nearest creature, regardless of whether that creature is a player or another monster. Sick two Goat People on each other, then sit back and listen to them bleat each other to death.

Overall, *Hellfire*'s new features are welcome updates for an already great game. Watch closely to see if any of these new features are incorporated into the "official" sequel, *Diablo II*, reportedly scheduled for release during the next holiday season. ■

Mike Elliott went down to Georgia and we haven't heard from him since.

Hellfire

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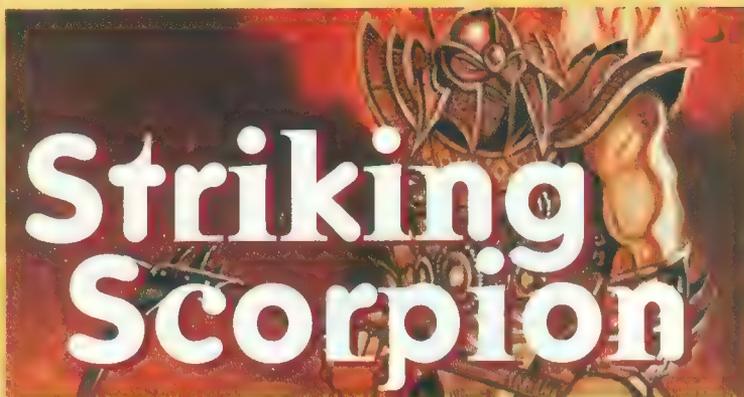
Diablo expansion pack on CD-ROM for Windows 95 or NT 4.0. System requirements: Pentium 60 MHz or better; 2x CD-ROM; 16 MB RAM; SVGA, 640x480, 256-color monitor; a copy of the original *Diablo*.

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○ by Wolfgang Baur



Secrets of the Bayushi Revealed!

"If strength is everything, why does the leopard fear the scorpion?" —Chinese Proverb

Before the release of the *Scorpion Clan Coup* expansion, the great but fallen Scorpion clan hid in their ruined fortress, hoping to ensnare other clans using dishonor and treachery. Scorpion decks depended on their 11 province strength to hold off military attacks, and dishonor and trickery-oriented personalities were deck staples. Now that the *Clan Coup* "prequel" gives us the Scorpions at the height of their power, things have certainly changed.

While the old province strength of 11 was fine, at most it protected you for an extra turn or two against a good Lion or Junzo deck. The old stronghold's fatal weakness was its weak gold production. With the new stronghold, a Scorpion player can bring a shugenja into play on the first turn and cast *Secrets on the Wind* on the second turn. Money equals power.

Scorpion's traditional weaknesses have been the Junzo's Army deck (immune to dishonor) and fast honor runners. Neither threat is now as dire. With increased gold, Scorpion can go toe-to-toe against the Junzo military. Scorpion has nice medium-sized attackers, whereas Junzo's oni can be destroyed by *Force of Will* or copied by Ninja Shapeshifters. If Junzo's provinces survive, you can win battles, destroy cards, and win by honor. Sanctified Temples and Ninja Shapeshifter can get you additional honor, and they are flexible weapons against other clans as well.

Fast honor decks aren't as grating as they used to be now that so many cards can slow down honor runners. Events are especially deadly, such as *In Time of War*, *As the Shadow Falls*, *Return of Fu Leng*, and *The Fair Voice of Lies*, so honor runners should watch out for them.

Faith, Hope, and Treachery

The following deck can win through military muscle or by dishonor. Militarily, keep your opponent's forces off

balance—bow opposing personalities using Asami and the Shapeshifters, then shift your forces with *Yogo Shidachi* or *Bayushi Marumo*. Nothing short of the imperial favor will stop Marumo with a *Naga Guard*. Even if your opponent holds the imperial favor, Hantei the 38th can negate its use either militarily or to prevent honor losses. Defensively, *Yogo Asami* keeps your opponent's armies from destroying your provinces, and *Yogo Shidachi* and the inexperienced *Kachiko* remove enemy personalities with *Force of Will*. Alternately, you can dishonor your opponent by using *Bayushi Goshu* and the Shapeshifters. Dishonor an opposing personality, destroy it with *Force of Will*, and increase the honor loss with *Goshu* and the Shapeshifters.

Breach of Etiquette is always playable using the new stronghold. If your honor is too high to play a *Breach*, look at your opponent's hand using the Bayushi stronghold's special ability. Keep looking until you have equal honor (if you have *Goshu* and the Shapeshifters in play) or you're one point lower (if you don't), then play *Breach*.

Use the *Armor of Osano Wo* to keep *Goshu* alive, and use *Sanctified Temples* and personalities with two personal honor to keep your honor up, then enlist *Bayushi Marumo* and the *Naga Guard*. You can even try for an honor win against a strong defender when dishonor fails you.

Faith, Hope, and Treachery Decklist

Stronghold	2 Ninja Shapeshifter	2 Deadly Ground
1 Shadow Stronghold of the Bayushi	1 Ninja Shapeshifter (inexp)	1 Dragon Pearl
	1 Plains of Otosan Uchi	3 Force of Will
Dynasty Deck (35)	1 Return of Fu Leng	1 I Believed in You
1 Bayushi Baku	3 Sanctified Temples	1 Kolat Assassin
1 Bayushi Goshu	2 Shoshi Taoshi	1 Naga Guard
1 Bayushi Goshu (exp)	3 Yogo Asami	1 Obsidian Mirror
1 Bayushi Kachiko (inexp)	2 Yogo Shidachi	2 Political Distraction
2 Bayushi Marumo	Fate Deck (34)	2 Rallying Cry
1 Bayushi Shoji (inexp)	1 Ancestral Sword of the Scorpion	1 Ring of Earth
1 Bayushi Tengen	1 Armor of Osano Wo	1 Ring of the Void
1 Corrupt Geisha House	3 Breach of Etiquette	1 Secret Entrance
1 Doji Plains	1 Broken Sword of the Scorpion	2 Secrets on the Wind
3 Geisha House	2 Confusion at Court	1 Shoji's Armor
1 Hantei the 38th	1 Counterattack	1 Soshi's Curse
3 Jade Works	1 Dark Lord's Favor	2 Test of Might
1 Lion Attacks the Crane		1 Walking the Way
2 Merchant Caravans		

Finally, remember the stronghold/Bayushi Shoji combo. Always check your opponent's hand using the stronghold before deciding whether to use Shoji's special ability. ■

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Card List

Title	Type	Rarity	Scroll	Title	Type	Rarity	Scroll	Title	Type	Rarity	Scroll
Fate Cards				Agasha's Mirror				Plains of Fast Troubles			
Arrival of the Unicorns	Action	C	1,2	Ancestral Sword of the Scorpion	Item	C	1	Streets of Otosan Uchi	Region	C	13
Behind Night's Shadow	Action	R	1	Armor of Osano Wo	Item	C	1	The Temples of Shinsei	Region	R	3
The Crab Arrive	Action	C	3	Dragon Pearl	Item	R	2	Personalities			
Defenders of the Realm	Action	C	2	Hojatsu's Blade	Item	C	2	Shioda Brotherhood of Shinsei	C	1	
Disloyalty	Action	C	2	Isawa's Helm	Item	R	3	Sunabe Brotherhood of Shinsei	C	3	
The Face of My Enemy	Action	R	2	Jitte	Item	C	3	Hida Kisada (Inexp)	Crab	R	3
Fires of Retribution	Action	C	3	Obi of Protection	Item	R	3	Hida Matyu	Crab	C	2
The Fog of War	Action	C	3	The Ruby of Iuchiban	Item	R	2	Hiruma Osuno	Crab	C	3
A Gift of Fealty	Action	R	2	Shoju's Armor	Item	R	2	Asahina Uojin	Crane	C	2
A Greater Destiny	Action	R	3	Suru's Mempo	Item	R	3	Doji Satsume	Crane	R	2
Jajitsu Art	Action	C	2	War Wagon	Item	C	1	Agasha Mumoko	Dragon	C	3
Kyudo	Action	C	3	Agasha's Illusion	Spell	R	1	Agasha Nabe	Dragon	C	2
The Moment Before the Strike	Action	C	2	All Distances are One	Spell	C	3	Mirumoto Satsu	Dragon	R	3
Musubi	Action	C	1	Asashina's Breath	Spell	R	3	Akodo Hari	Lion	C	3
The People's Champion	Action	R	3	Flood	Spell	C	1	Akodo Ikawa	Lion	C	3
Political Distraction	Action	C	1	Hiruma's Last Breath	Spell	R	1	Akodo Matoko	Lion	C	3
Political Mistake	Action	R	1	Kuroshin's Prayer	Spell	R	2	Akodo Toturi (Inexp)	Lion	F	3
Rearguard	Action	C	2	Mirror Image	Spell	C	3	Matsu Hokitare	Lion	C	3
Hobbing the Dead	Action	C	1	The Purity of Kitsu	Spell	R	2	Matsu Tsuko (Inexp)	Lion	R	2
A Samurai Never Stands Alone	Action	C	1	Soshi's Curse	Spell	C	2	Shazaar	Naga	C	2
The Secret Entrance	Action	C	1	The Soul of Shiba	Spell	R	3	Isawa Sze	Phoenix	R	2
The Soul of Akodo	Action	R	3	Whispers of the Land	Spell	C	3	Isawa Ujina (Inexp)	Phoenix	R	3
Street to Street	Action	C	3	Dynasty Cards				Shiba Kyo	Phoenix	C	3
Subversion	Action	R	3	The 38th Hantei Falls	Event	R	1	Bayushi Dairu	Scorpion	R	1
Tell the Tale	Action	C	3	The Courage of Osano-Wo	Event	R	3	Bayushi Dozan	Scorpion	C	1
Through the Waterways	Action	R	1	The Fair Voice of Lies	Event	R	2	Bayushi Kachiko (Inexp)	Scorpion	R	1
Toturi is Drugged	Action	R	1	A Final Duel	Event	R	3	Bayushi Kyono	Scorpion	C	2
The Unclean Cut	Action	C	1	The First Scroll Is Opened	Event	R	1	Bayushi Shoju (Inexp)	Scorpion	F	1
A Vision of Truth	Action	R	2	Give Me Your Hand	Event	R	3	Bayushi Yojiro	Scorpion	C	2
When Men Stand Divided	Action	C	2	The Karmic Wheel Spins	Event	R	2	Bayushi Yokuan	Scorpion	R	1
The Endless Well	Kiho Action	R	1	Lions Attack the Crane	Event	R	1	Shosuro Ikawa	Scorpion	C	1
The Fortune's Wisdom	Kiho Action	C	3	My Enemy's Weakness	Event	R	2	Soshi Taoshi	Scorpion	C	1
Freezing Lifeblood	Kiho Action	C	1	One Man's Honor	Event	R	2	Yogo Shidachi	Scorpion	C	1
Fury of the Earth	Kiho Action	C	2	The World Stood Still	Event	R	3	Iuchi Kalta	Unicorn	C	1
Jurojin's Touch	Kiho Action	C	1	Bayushi's Labyrinth	Holding	R	3	Shinjo Goshi	Unicorn	R	2
Led From the True Path	Kiho Action	R	2	Divintory Pool	Holding	C	1	Shinjo Yokai (Inexp)	Unicorn	R	1
Piercing the Soul	Kiho Action	C	2	East Wall of Otosan Uchi	Holding	R	1	Daikua	Yorimoto	C	1
The Soul Goes Forth	Kiho Action	C	1	Garrison	Holding	C	1	Hasagawa	Yorimoto	C	2
Touching the Soul	Kiho Action	C	2	Heartbeat Drummers	Holding	C	3	Ranée	Yorimoto	R	2
The True Lands	Kiho Action	R	2	The Master Painter	Holding	R	3	The Exalted Ugu	Unaligned	C	1
Acolyte Kaede	Follower	R	3	North Wall of Otosan Uchi	Holding	R	2	Hantei the 38th	Unaligned	R	1
Bayushi House Guard	Follower	R	2	Quarry	Holding	C	3	Hatsuko	Unaligned	C	1
Cavalry Raiders	Follower	C	1	The Shiba Fortification	Holding	R	3	Ishikawa	Unaligned	R	1
Imperial Palace Guard	Follower	R	1	South Wall of Otosan Uchi	Holding	R	1	Kappa	Unaligned	C	2
Lieutenant Daini	Follower	R	2	Storehouses	Holding	C	1	Ninja Shapeshifter (Inexp)	Unaligned	R	2
Lieutenant Morito	Follower	R	1	Trading Port	Holding	C	2	Sanado	Unaligned	R	1
Lieutenant Sukune	Follower	R	3	West Wall of Otosan Uchi	Holding	R	2	Yazaki	Unaligned	C	3
Lieutenant Tsunuri	Follower	R	3	The Hub Villages	Region	C	3	Strongholds			
Lieutenant Uji	Follower	R	2	Isawa Tomo's Portal	Region	C	1	Ancient Halls of the Akodo	Stronghold	F	3
Monk Advisors	Follower	C	2	Kaiu Castle	Region	R	3	Shadow Stronghold	Stronghold	F	1
Soshi Ujemi	Follower	R	1	Plains Above Evil	Region	C	1	of the Bayushi			
Swamp Spirits	Follower	C	3	Plains of the Emerald Champion	Region	C	3				

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by Mark Rosewater

MAGIC THE PUZZLING



Command Decision

Your opponent is Wendy. Even though she outnumbers you in creatures almost three to one, you have the game tied up. Now you've drawn Ray of Command and gotten an evil thought. You've just attacked with your Crash of Rhinos and Wendy has blocked with six creatures. Using the Ray of Command, destroy every creature Wendy currently controls. Your goal is not victory but rather humiliation.

DIFFICULTY
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CARD HIGHLIGHTS

Hivis of the Scale



You may choose not to untap Hivis of the Scale during your untap phase. **☞**: Gain control of target Dragon. If Hivis becomes untapped or you lose control of Hivis, lose control of that Dragon.

Nalathni Dragon



Flying, bands **☞**: +1/+0 until end of turn. If more than **☞☞☞** is spent in this manner during one turn, bury Nalathni Dragon at end of turn.

Seasinger



Bury Seasinger if you control no islands. **☞**: Gain control of target creature if its controller controls at least one island. You lose control of target creature if Seasinger leaves play, if you lose control of Seasinger, or if Seasinger becomes untapped. You may choose not to untap Seasinger as normal during your untap phase.

WENDY (BLACK/BLUE/RED)



Rubinia Soulsinger
2/3
(Controls Coffin Queen)



Coffin Queen
1/1



Crimson Hellkite
6/6



Hivis of the Scale
3/4
(Blocking)

YOU (BLUE/GREEN)



Undiscovered Paradise



Island



Skylshroud Elf
1/1



Skull Catapult

NO CARDS IN HAND

2 LIFE REMAINING



Seasinger
0/1
(Controls Spitting Hydra)



Spitting Hydra
0/0
(4 +1/+1 counters)



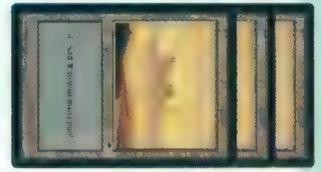
Nekrataal
2/1



Abyssal Hunter
1/1



Serrated Biskelion
1/1
(1 -1/-1 counter)



Swamp (3)



Island (4)



Mountain (5)



Bounty Hunter
2/2
(Blocking)



Shauku's Minion
2/2
(Blocking)



Acidic Sliver
2/2
(Blocking)



Horned Turtle
1/4
(Blocking)



Nalathni Dragon
1/1
(Blocking)

NO CREATURES IN GRAVEYARD

12 LIFE REMAINING



Forests (14)



Excavator



Seeker of Skybreak
2/1

Instill Energy (4)



Crash of Rhinos
8/4
(Attacking)



Fervor

YOUR HAND



Ray of Command



Perfect Pitch

DIFFICULTY

EASY

Your opponent is Denise. You have been playing a very close *Tempest-Stronghold* duel. You've had bad luck drawing land, which Denise has taken advantage of with land destruction. Luckily, before she managed to destroy all your lands you used *Dark Ritual* to get *Dream Halls* into play. It is now the beginning of your main phase. Taking into account the fact that Denise has *Invulnerability* in her hand and enough mana to cast it and buy it back, defeat her this turn without losing.

CARD HIGHLIGHTS



Dream Halls Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has in its casting cost, X is 0.



Invulnerability Buyback (You may pay an additional when you play this spell. If you do, put it in your hand instead of your graveyard as part of the spell's effect.) Prevent all damage to you from one source. (Treat further damage from that source normally).

DENISE'S HAND



Warrior Angel
3/4



Invulnerability

DENISE (WHITE/GREEN)

3 LIFE REMAINING



Plains (3)



Forest (2)



Lancers en-Kor
3/3

YOU (BLACK/BLUE)

3 LIFE REMAINING



Dream Halls



Rats of Rath
2/1



Blood Pet
1/1

YOUR HAND



Evincar's Justice



Megrim



Mind Peel



Hesitation



Mind Games



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DO YOU YAHOO!?

Step-by-step solutions to last issue's "Magic: The Puzzling"

Until I stepped into the sedan, my only interaction with the black market organ dealers had been with the men who helped me break out of the Turkish prison (where I was falsely jailed after being framed for killing my fiancée, who turned out not to be dead but rather lured away to Sri Lanka where she was shot by my evil twin, and currently needs a pancreas transplant—*whew!*). As I lowered myself onto the leather seat, I faced two gentlemen of short stature and pale complexion. The albino dwarves didn't speak a word. Rather, they gestured to the driver and we began our long trek (during which I wrote this answer column).

MAGIC TRICKS



Better Off Dead

Published in *Duelist* #24, p. 98

To defeat Dale, you need to do 6 points of damage. Immediately, you notice one obstacle. Dale has a Wall of Souls in play. You have no way to destroy this Wall because it's a black non-flyer and your Stronghold Assassin and Skyshroud Archer can't target it. Thus, you need to damage Dale with flyers. However, Dale has three flyers, plus two more flyers that will untap if you put a creature into play.

- 1) Tap both islands and both forests to add two blue (both used as colorless) and two green (one used as colorless) mana to your mana pool.
- 2) Use one green and one colorless mana to cast Elven Rite. Put a +1/+1 counter on Volrath's Shapeshifter and Spike Breeder. Volrath's Shapeshifter becomes a 1/2 creature, while Spike Breeder becomes 4/4.

Cast Elven Rite to add a +1/+1 counter to Volrath's Shapeshifter so it will survive when Spike Breeder (a base 0/0 creature) goes to the graveyard. The added power will also do an additional point of damage when you attack. Plus, the additional +1/+1 counter on Spike Breeder lets it make an extra 1/1 creature.

- 3) Spend one colorless mana to activate Volrath's Shapeshifter (made cheaper due to Heartstone) and discard Stronghold Assassin. Volrath's Shapeshifter now becomes a copy of Stronghold Assassin.

You need to turn the Shapeshifter into an Assassin to use it to destroy some of Dale's flying creatures. The Shapeshifter can use the Assassin's ability immediately because it doesn't have summoning sickness.

- 4) Tap Skyshroud Troopers to add one green mana to your mana pool.
- 5) Tap Skyshroud Archer to give Dale's Cloud Spirit -1/-1 until end of turn, destroying it.
- 6) Use one mana and sacrifice a +1/+1 counter on Spike Breeder to put a 1/1 Spike token into play. When the Spike token comes into play, untap all tapped creatures, your Skyshroud Archer and Skyshroud Troopers, and Dale's Spirit *en-Kor*.

See how Spike Breeder and Intruder Alarm work to your advantage? Each time you make a Spike token all your creatures untap, allowing you to use their abilities multiple times.

- 7) Tap Volrath's Shapeshifter (now a copy of Stronghold Assassin) and sacrifice the Spike token to

destroy one of Dale's Warrior Angels.

- 8) Tap Skyshroud Troopers to add one green mana to your mana pool.
- 9) Tap Skyshroud Archer to give Dale's Skyshroud Falcon -1/-1 until end of turn, destroying it.
- 10) Use one mana and sacrifice a +1/+1 counter on Spike Breeder to put a Spike token into play. Untap Volrath's Shapeshifter, Skyshroud Archer, and Skyshroud Troopers.
- 11) Tap Volrath's Shapeshifter and sacrifice the Spike token to destroy Dale's other Warrior Angel.
- 12) Tap Skyshroud Troopers to add one green mana to your mana pool.
- 13) Tap Skyshroud Archer to give Spirit *en-Kor* -1/-1 until end of turn. It is now a 1/1 creature until end of turn.
- 14) Use one mana and sacrifice a +1/+1 counter on Spike Breeder to put a Spike token into play. Untap Volrath's Shapeshifter, Skyshroud Archer, and Skyshroud Troopers.
- 15) Tap Skyshroud Troopers to add one green mana to your mana pool.
- 16) Tap Skyshroud Archer to give Dale's Spirit *en-Kor* -1/-1 until end of turn, destroying it.
- 17) Tap Volrath's Shapeshifter and sacrifice Skyshroud Archer to destroy your Skyshroud Troopers. Volrath's Shapeshifter becomes a Skyshroud Trooper.

You kill your own creatures to get them in the graveyard to boost the power of your soon-to-be Shapeshifted Revenant.

- 18) Use one mana and sacrifice a +1/+1 counter on Spike Breeder to put a Spike token into play. Untap Volrath's Shapeshifter. Spike Breeder becomes a 0/0 creature and is destroyed. Volrath's Shapeshifter becomes a Spike Breeder (but does not die due to its +1/+1 counter).
- 19) Use one colorless mana to discard Revenant. Volrath's Shapeshifter now becomes a Revenant. It is now a 6/6 creature.

The Shapeshifted Revenant counts the Revenant in the graveyard when determining power and toughness.

- 20) Declare your attack. Attack with your Volrath's Shapeshifter/Revenant and deal 6 damage to Dale, defeating him. *

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LOST IN THE SHUFFLE

by Richard Garfield

with guest writer Tom Lehman



Rules, Rules, Rules

A WORD FROM RICHARD:

*My first contact with Tom Lehman (founder and president of Prism Games) was as a fan of his board game **Fast Food Franchise**. I later enjoyed his other designs, including **Time Agent**, **Age of Exploration**, **Suzerain**, **2038** (co-designed with Jim Hlavaty) and **Throneworld**.*

The level of analysis and amount of thought Tom gives game design has always impressed me. Like me, Tom thinks about games and tries to understand what makes them tick.

*Tom's current projects include a TCG, **Duel for the Stars**; expansions for **2038** and **Throneworld**; and revamping Prism's newly acquired Game-smith product line.*

I love to play—with words, ideas, strategies, or by simply batting a balloon about with a child. That's why I enjoy everything from roleplaying to kick-the-can to card and board games. To play anything, you need rules. Sometimes rules are unspoken (you can tickle, but not too much) or simple (the first person to let the balloon fall loses), but they're always present. Invariably, there are judgment calls (you didn't hit the balloon to me, so I didn't get a chance to hit it) which lead to further rules (I have to hit the balloon to you for it to count).

I believe the most important difference between games and movies is that movies don't have rules and are therefore more accessible. This accessibility problem was made clear to me through experiences with my first published game, **Fast Food Franchise**. Over the years, people have told me they play the game with their children, parents, or grandparents and always have a good time (though your mileage may vary).

Fast Food Franchise generally goes over well when taught by a person, but straight out of the box is a different story. I sent a copy to my brother and he tried to play it with his family. They gave up. The game took too long and was too hard to learn. I later taught them the game in person. They loved it and now play often.

One problem with **Fast Food Franchise**, for non-gamers anyway, is that two pages of rules are too much to expect people to ingest. Another problem

is the game's learning curve—how long it takes to become familiar with the rules and their implications. Once you understand that connecting your markets accelerates growth, the typical **Fast Food Franchise** game takes less than an hour (instead of two or three). But if new players try the game only once they seldom discover this facet.

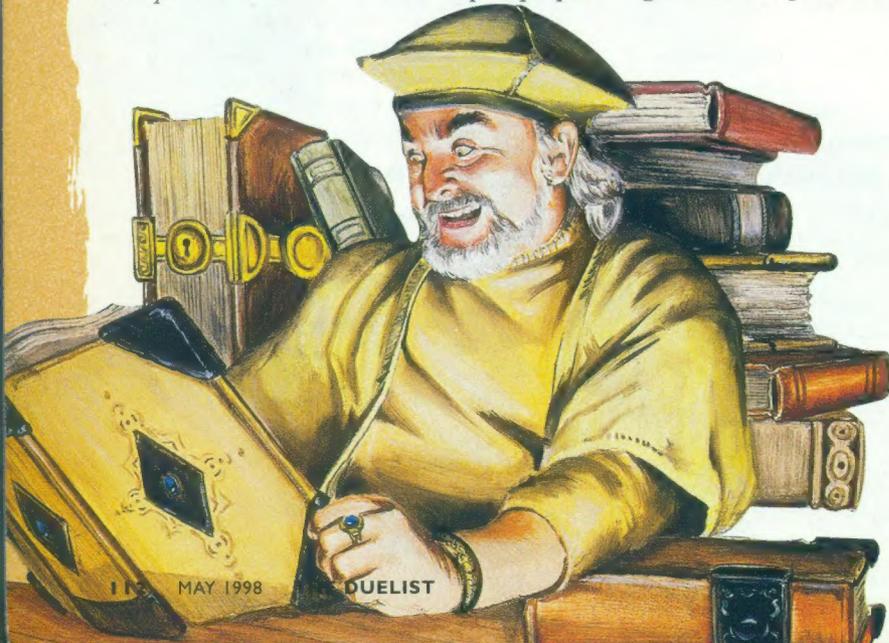
Many games are like this, and true gamers accept such complexity. To reach the mass market, however, a game must be simple to grasp. The question is, how do you produce engaging games with short, simple rules?

Richard Garfield initially hoped **Magic** rules would be short—the cards themselves containing all necessary information. Players could learn game details a bit at a time during play. Well, **Magic** didn't turn out that way. **Portal** took a step in this direction by eliminating much of **Magic**'s detail, and some concepts recently added to **Magic**, such as shadow and buyback, are simple enough they can be added to enrich **Portal**. However, since **Portal** is mostly a stepping stone to **Magic**, it's hard to judge how successful it would be on its own.

My point is that cards can make a game more accessible by separating special cases from core rules. Some wargames, such as **We the People**, use cards in this manner to reach a wider audience. I believe a lot more can be accomplished with the card approach. For example, a good card-driven roleplaying game still doesn't exist. The solution, I suspect, will ultimately come from the technological realm, when computers get so cheap you'll find them everywhere, including in game pieces and game boards.

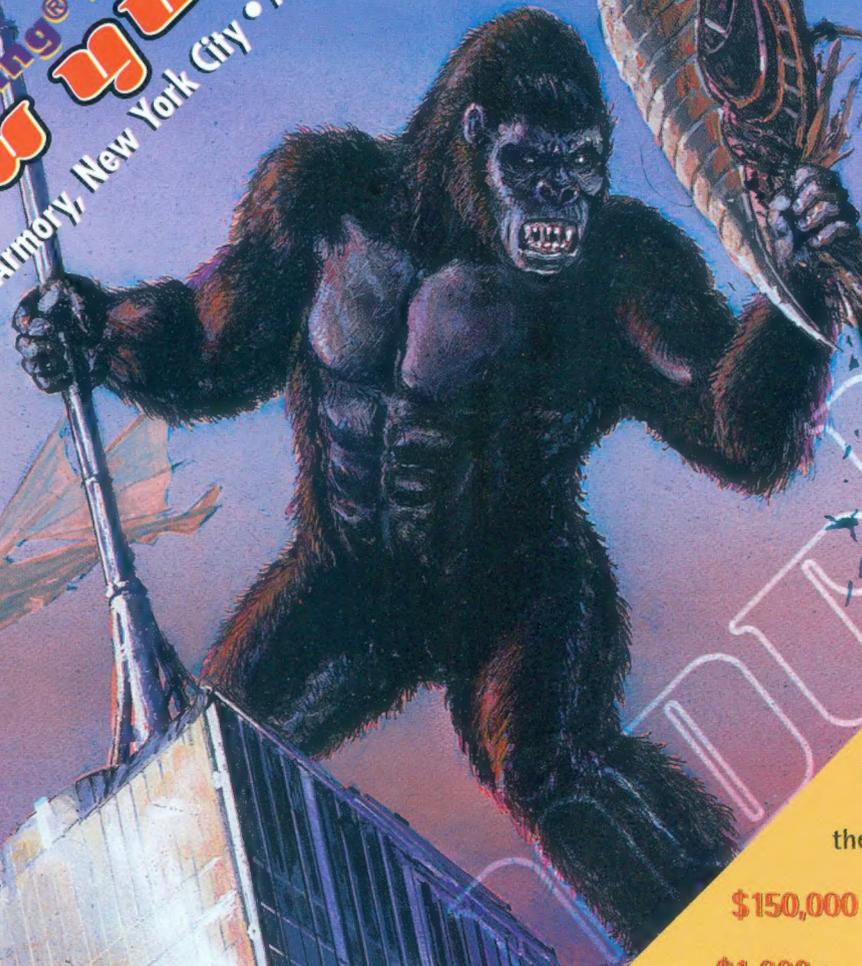
The total integration of computers into games will eliminate most game bookkeeping, help teach new players through built-in demos (found already in computer games), and reduce another problem for many non-gamers—rules disputes. Computerized rules are self-enforcing: you may not like a particular rule, but you have to accept it because that's how the program works.

Simple core designs, short rules, special cases on cards, automated bookkeeping, and built-in teaching demos—all of these items will make games more accessible. Who knows? Gaming may yet become as big as the movies. ♠



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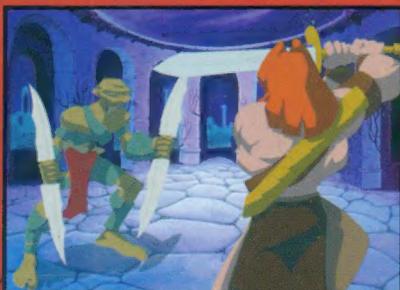
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